

A PLANESHIFTED GUIDE TO

Rabiah The Infinite

HOMEBREW

EXPLORE MAGIC: THE GATHERING'S RABIAH, A PLANE INSPIRED BY 1,001 NIGHTS IN THIS RULES EXPANSION AND CAMPAIGN SETTING GUIDE FOR THE WORLD'S GREATEST ROLEPLAYING GAME

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WELCOME TO RABIAH

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ABOUT THIS BOOK

This book is a quick guide to using MAGIC: THE GATHERING's plane of Rabiah as a setting for a DUNGEONS & DRAGONS adventure or campaign. It guides players and the Dungeon Master through the process of creating characters and adventures set in this world. It is divided into the following sections.

Chapter 1 provides an overview to Rabiah; its history, and locations.

Chapter 2 details how character classes fit into Rabiah, and presents two updated subclass options.

Chapter 3 details origins for Rabiah characters, including nine species.

Chapter 4 describes new spells unique to Rabiah.

Appendix A details magic items used in Rabiah.

Appendix B present 25 new Monster stat blocks.

Appendix C is a Rules Glossary.

RABIAH THE INFINITE

Rabiah is a collection of one thousand and one originally identical planes, all refracted off of the original Rabiah during a mysterious ancient event known as the Thousandfold Refraction. The nature of these individual refractions vary; some are nearly identical, with only a few subtle changes to history, while others are drastically different places with unrecognizable features. Scholars and wizards have tried to catalog the thousand refractions, but none have been successful so far. Travel between the refractions is virtually impossible short of the *Plane Shift* spell. It is for this reason that Rabiah is known as "the Infinite".

LIFE IN RABIAH

Rabiah is a desert plane. A vast sea of sand separates the cities and villages of Rabiah, and they are encircled and divided by seven seas. Nature spirits are abundant on Rabiah as elementals, especially powerful genies. A spellcaster is ranked by his peers based on the elementals and genies under his command, while warriors and rogues must learn to navigate elemental magic to ply their trades.

PLANAR TRAVEL

Rabiah has always had planar links to other nearby planes, including Dominaria, Mercadia, and the elemental plane of Wildfire. With the opening of omenpaths in 4562 AR, planar travel to and from Rabiah, and between refractions, becomes more common; the possibilities for adventure are infinite.



SEA OF SAND

The Sea of Sand is a sun-blasted, interminable desert, somewhere in Rabiah. In this desert, fate can decide if travelers will come upon a lush oasis or if they will merely trudge all day toward the shimmering mirage of one, which in the end, will be revealed to simply be more sand. If someone dares to enter the Sea of Sand, he's advised to bring a reliable compass, lest he becomes a bleached skeleton and then just a dune among infinite others.

SEVEN SEAS

Though Rabiah is a desert plane, it is not without its precious water. The Seven Seas surround and divide the many inhabited places of Rabiah. These seas have different names on each of Rabiah's refractions, but nearly all versions of Rabiah have corsairs and pirates that sail across these seas aboard their ships. Serendib is an island that can be found in the seven seas, home to powerful **Serendib Djinn**, **Mist Dragons**, and powerful sorcerers that seek to command both.





BASSORAH

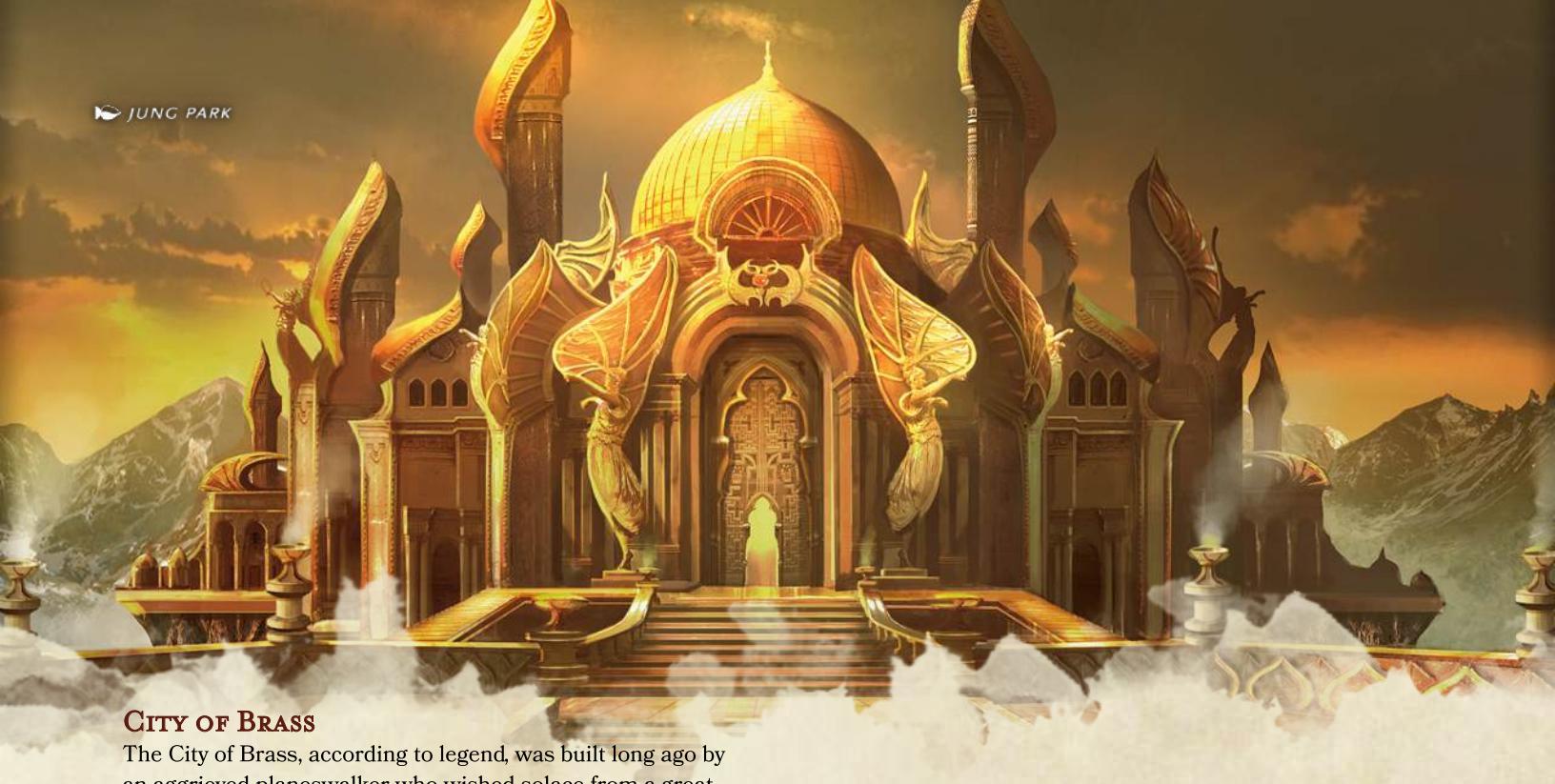
Every refraction of Rabiah has a Bassorah, a sprawling city that rivals most others. It boasts a tremendous variety of inhabitants, including Bird Maidens and Desert Nomads. It has a storied history, and many famous figures of Rabiah's history have lived in or visited Bassorah.

The Bazaar of Bassorah is one of the largest in the plane, and has the most variety of all marketplaces. Sometimes, items from other planes are found in merchant's stalls. Often even the merchants have no idea where they picked up these items. The Bassorans refer to them as "Shahrazad's gifts" due to their uncanny tendency to fall into the hands of those who most need them.

ALEXANDRIA

The Library of Alexandria is said to house one of the largest collections of knowledge in the multiverse, rivaled only by the Bibliopex on the plane of Arcavios. While such a library existed on many refractions of Rabiah at one time, those who seek it find nothing but ruins and sand. Still, some travelers from other planes continue to search, hoping to uncover its lost secrets.





CITY OF BRASS

The City of Brass, according to legend, was built long ago by an aggrieved planeswalker who wished solace from a great pain. It was built on the edge of Rabiah, and stands alone among the refractions. Some scholars believe it is not actually in Rabiah, but instead an extension of the plane of Wildfire, perhaps because of its most notable feature: the city easily maintains a temperature 20 degrees warmer than the desert, and poses a similar threat to travelers. Built entirely of stone and brass, its structures reflect the sun, glowing dimly with heat radiance for hours after nightfall. Even the nearby mountains are coated in brass, and the snow that forms on their peaks during the night, melts just after sunrise.

The unbearable conditions of the city permit that only a few creatures can make their home there. It is inhabited by **Efreets** and **Djinn**, although the Brass Men are its more numerous citizens. Other beings rarely survive in the city. Nevertheless, the City attracts spellcasters with its high concentration of mana. Unfortunately, the mana burns as hot as molten brass, and no one may use it without pain.

WILDFIRE

Wildfire is an elemental plane of flame and lava, and like the City of Brass, poses great danger to travelers. It is inhabited by **Djinn**, **Efreet**, and native **Goblins** that can resist the plane's heat.

The cities of Wildfire are ruled by the Emberwilde order, a hierarchy of immensely powerful djinn and efreet. They receive their directives from the Caliph, a djinn called Jan Bin Jan. In ages past, the Emberwilde order extended its reach to the mages of Dominaria, and even defended the empire of Suq'Ata during the Mirage wars.

It is said that the beings of Wildfire are responsible for teaching the goblins of Dominaria how to harness fire magic, knowing full well that they would be unable to master the gift.





CHARACTER CLASSES

When you create a character for DUNGEONS & DRAGONS, you choose a class from the options presented in the *Player's Handbook*. Characters of any class can be found on Rabiah, though some are rarer than others. The following section provides guidelines on playing certain classes in Rabiah, and presents two subclass options.

Barbarian. Warriors who channel their rage can be found all across Rabiah, especially among the Ogres and those living in the mountains, who can channel the natural red mana there.

Bard. Stories and tales are central to life in Rabiah, and every tale might be true on one refraction or another. Bards are commonly found as storytellers, dancers, and actors in the palaces of sultans.

Cleric. Rabiah is not a land with a pantheon, and the only religion of prominence worships a single god who goes by many different names on different refractions. This god encompasses all Cleric domains, but visitors from other planes may bring the worship and magic of their god with them into Rabiah.

Druid. Druids are spellcasters who channel the power of the elements. Even in the desert wastes, a druid can connect to the elemental forces of genies to cast powerful nature magic.

Fighter. Fighters are common across Rabiah as soldiers, caravan guards, and patrols in major cities. Even the most natural-minded fighters have unique ways of dealing with elementals.

Monk. Unarmed fighters are less common on Rabiah, but some nomads train their bodies to withstand the harshness of the desert and develop unique fighting styles.

Paladin. Warrior knights who swear oaths and utilize magic are sometimes found at the head of armies and mercenary groups on Rabiah.

Ranger. A Ranger who knows the desert is an invaluable asset on Rabiah, never wont for work even in the most far-flung settlements.

Rogue. Thieves, cutthroats, and assassins are all common in the larger cities of Rabiah. Most are street urchins, but the most skilled are employed by sultans for defense and war.

Sorcerer. A Sorcerer is a spellcaster with innate magic, and can be found across Rabiah. Those with mastery of the elements are often looked to when a genie or elemental cannot be tamed.

Warlock. A Warlock on Rabiah might make a pact with a dragon, a powerful witch, an entity from another plane, or even a genie (see the Genie Patron subclass in the following section).

Wizard. Wizards who study magic are the most common spellcasters on Rabiah, and nearly every sultan on every refraction has a court wizard he looks to for the taming of elementals and genies in his domain.



WARLOCK

At level 3, a Warlock gains a choice of Warlock subclass. The following section details the Genie Patron subclass, an update for the The Genie subclass from *Tasha's Cauldron of Everything*, and additional optional class features.

GENIE PATRON

Make a Wish or Three

You have made a pact with a powerful genie. Such entities rule vast fiefs on the Elemental Planes and have great influence over lesser genies and elemental creatures. Genies are varied in their motivations, but most are arrogant and wield power that rivals that of lesser deities. They delight in turning the table on mortals, who often bind genies into servitude, and readily enter into pacts that expand their reach.

LEVEL 3: GENIE TRIBE

Choose your patron's tribe from the table below. Your choice affects your Genie Spells, Genie's Vessel, and Elemental Gifts features.

Tribe	Element	Damage Type
Dao	Earth	Bludgeoning
Djinn	Air	Thunder
Efreet	Fire	Fire
Marid	Water	Cold

LEVEL 3: GENIE SPELLS

The magic of your patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Genie Spells table, you thereafter always have the listed spells prepared, along with the spells associated with your Genie Tribe.

GENIE SPELLS

Warlock Level	Spells	Dao Spells	Djinni Spells	Efreeti Spells	Marid Spells
3	<i>Detect Magic, Phantasmal Force</i>	<i>Sanctuary, Spike Growth</i>	<i>Gust of Wind, Thunderwave</i>	<i>Burning Hands, Scorching Ray</i>	<i>Blur, Fog Cloud</i>
5	<i>Create Food and Water</i>	<i>Meld into Stone</i>	<i>Wind Wall</i>	<i>Fireball</i>	<i>Tidal Wave</i>
7	<i>Summon Elemental</i>	<i>Stone Shape</i>	<i>Greater Invisibility</i>	<i>Fire Shield</i>	<i>Control Water</i>
9	<i>Creation</i>	<i>Wall of Stone</i>	<i>Seeming</i>	<i>Flame Strike</i>	<i>Cone of Cold</i>

LEVEL 3: GENIE'S VESSEL

Your patron gifts you a magical vessel that grants you a measure of the patron's power. You decide the vessel's form, such as a lamp, bottle, or ring. The vessel is a Tiny object with the following statistics: **AC** equals your spell save DC; **HP** equals your Warlock level plus your Proficiency Bonus; **Immunity** to Poison and Psychic damage.

While you are touching the vessel, you can use it in the following ways:

Bottled Respite: As a Magic action, you can vanish and enter your vessel, which remains in the space you left. The interior of the vessel is an extradimensional space in the shape of a 20-foot-radius cylinder, 20 feet high, and resembles your vessel. The interior is appointed with cushions and low tables and is a comfortable temperature. While inside, you can hear the area around your vessel as if you were in its space. You can remain inside the vessel up to a number of hours equal to twice your Proficiency Bonus. You exit the vessel early if you take a Bonus Action to leave, if you die, or if the vessel is destroyed. When you exit the vessel, you appear in the nearest unoccupied space to it. Any objects left in the vessel remain there until carried out, and if the vessel is destroyed, every object stored there harmlessly appears in the nearest unoccupied space closest to the vessel's former space. Once you enter the vessel, you can't enter again until you finish a Long Rest.

Eldritch Focus: You can use the vessel as a spellcasting focus for your Warlock spells.

Genie's Wrath: Once during each of your turns when you hit with an attack roll, you can deal extra damage to the target equal to your Proficiency Bonus. The damage type is determined by your Genie Tribe feature.

If the vessel is destroyed or you lose it, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a Short or Long Rest, and the previous vessel is destroyed if it still exists.

LEVEL 6: ELEMENTAL GIFTS

You have Resistance to a damage type determined by your Genie Tribe feature: Bludgeoning (Dao), Thunder (Djinni), Fire (Efreeti), or Cold (Marid).

In addition, as a Bonus Action, you can give yourself a Fly Speed of 30 feet that lasts for 10 minutes, during which you can hover. You can use this Bonus Action a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

LEVEL 10: SANCTUARY VESSEL

When you enter your Genie's Vessel with the Bottled Respite feature, you can choose up to five willing creatures that you can see within 30 feet of you to enter the vessel with you.

As a Bonus Action, you can eject any number of creatures from the vessel, and everyone is ejected if you leave, die, or if the vessel is destroyed.

In addition, anyone (including you) who remains within the vessel for at least 10 minutes gains the benefit of a Short Rest, and anyone can add your Proficiency Bonus to the number of Hit Points they regain if they spend any Hit Point Dice as part of a Short Rest there.

LEVEL 14: LIMITED WISH

As a Magic action while holding your vessel, you can duplicate any spell of level 6 or lower that has a casting time of an action. You don't need to meet any requirements to cast that spell, including costly components. The spell simply takes effect.

Once you use this feature, you can't use it again until you finish 1d4 Long Rests.

ELDRITCH INVOCATION OPTIONS

When you choose Eldritch Invocation options, you have access to this additional option.

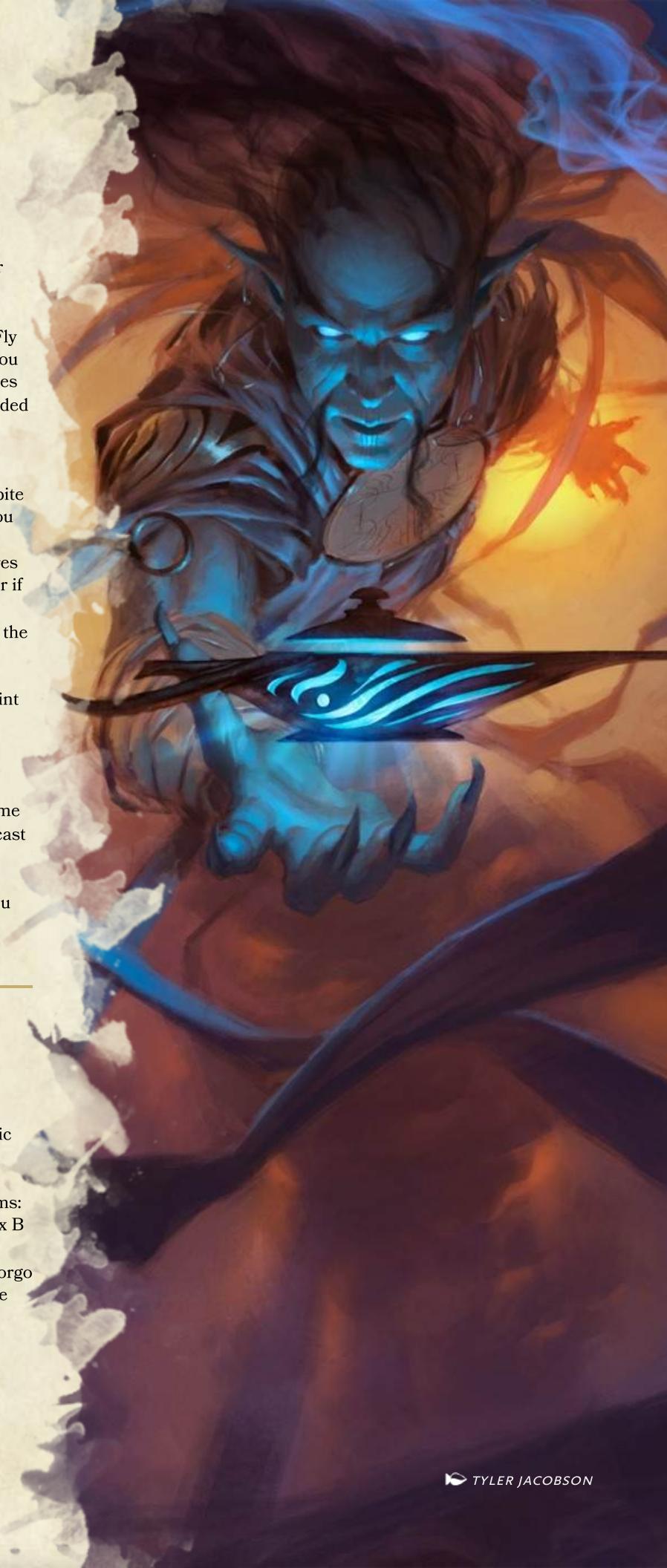
PACT OF THE SHA'IR

Prerequisites: Level 3+ Warlock, Genie Patron

You learn the *Find Familiar* spell and can cast it as a Magic action without expending a spell slot.

When you cast the spell, you choose one of the normal forms for your familiar or one of the following special forms: **Daolani**, **Djinnling**, **Efreetikin**, or **Maridan** (see appendix B for the familiar's stat block).

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own with its Reaction.





WIZARD SUBCLASS

At level 3, a Wizard gains a choice of Wizard subclass. The following section details the Conjuror subclass, an update for the School of Conjuration subclass from the 2014 *Player's Handbook*.

CONJURER

Summon Aid from Places Beyond

You favor spells that produce objects and creatures out of thin air. You can conjure billowing clouds of killing fog or summon creatures from elsewhere to fight on your behalf. As your mastery grows, you learn spells of transportation and can teleport yourself across vast distances, even to other planes of existence, in an instant.

LEVEL 3: CONJURATION SAVANT

Choose two Wizard spells from the Conjuration school, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from the Conjuration school to your spellbook for free. The chosen spell must be of a level for which you have spell slots.

LEVEL 3: MINOR CONJURATION

As a Magic action, you can conjure one object of up to 1,000 GP in value that isn't a magic item. The object can be no more than 3 feet in any dimension and can weigh no more than 10 pounds. It appears in an unoccupied space that you can see on the ground. The object sheds Dim Light in a 5-foot radius and lasts for 1 hour, until you use this feature again, or until it takes or deals damage.

LEVEL 6: BENIGN TRANSPORTATION

As a Magic action, you can teleport up to 30 feet to an unoccupied space that you can see. Alternatively, you can teleport both yourself and a willing Medium or smaller creature you can see within 30 feet, swapping spaces.

Once you use this feature, you can't do use it again until you finish a Long Rest or you cast a level 1+ Conjuration spell.

LEVEL 10: FOCUSED CONJURATION

While you are Concentrating on a Conjuration spell, taking damage can't break your Concentration.

LEVEL 14: DURABLE SUMMONS

When you cast a Conjuration spell and call, summon, or create a creature, the creature appears with 30 Temporary Hit Points.

DETERMINE ORIGIN

Determining your character's origin involves choosing a background, a species, and two languages. When making those choices for a character from Rabiah, you choose from the options presented in this chapter instead of those in the *Player's Handbook*.

CHOOSE A BACKGROUND

When you choose a background, choose an option presented in the *Player's Handbook*.

CHOOSE A SPECIES

When you choose a species, choose from the species options presented in the following section.

At the DM's discretion, if your character is a visitor to Rabiah from another plane of existence, you can choose a species from another book. Species from across the MAGIC: THE GATHERING multiverse can be found in *Guildmaster's Guide to Ravnica*, *Strixhaven: A Curriculum of Chaos*, *Mythic Odysseys of Theros*, the original *Plane Shift* supplements, and the rest of my *Planeshifted Guides* series.

CHOOSE LANGUAGES

When you choose languages, choose from the options presented in the Standard Languages table. Every player character knows Common, which originated with the humans of Rabiah. The other standard languages originated with the first members of the most prominent species of Rabiah. Your character knows at least three languages: Common plus two languages you roll or choose from the Standard Languages table.

STANDARD LANGUAGES

1d6	Language	Origin
1	Common	Humans
2	Draconic	Dragons
3	Dwarvish	Dwarves
4	Giant	Ogres
5	Goblin	Goblins
6	Minotaur	Minotaurs

The Rare Languages table lists languages that are either secret or derived from other planes of existence and thus less widespread in Rabiah. Some features let a character learn a rare language.

RARE LANGUAGES

Language	Origin
Abyssal	Demons
Druidic	Druids
Thieves' Cant	Criminals
Primordial*	Elementals

* Primordial includes the Aquan, Auran, Ignan, and Terran dialects. Creatures that know one of these dialects can communicate with those that know a different one.

SPECIES DESCRIPTIONS

Nine species are presented in this section in alphabetical order: Bird Maiden, Brass Man, Genasi, Goblin, Human, Merfolk, Minotaur, Ogre, and Viashino.



BIRD MAIDEN

Often mistaken as angels by explorers from other planes, the bird maidens of Rabiah are humans with bird wings, capable of flight and renowned for their beauty. Their sparse homes are high in the craggy caves and outcroppings of rock created by the constant winds and updrafts of the deserts. Like humans, bird maidens are diverse in appearance and skill. Their history, and their exact relation to humans, is unknown.

Traditionally, bird maidens take human males as mates, and the offspring of the maidens are always identical twins. If female, the twins are born as bird maidens themselves, but if male, the twins are born as humans. Bird maidens raise their female children, but leave their male children in nearby villages. These twin males are readily adopted, mostly due to legends about the strength, luck, and magical talent of bird maiden sons.

Bird maidens are female, but your Bird Maiden character might adopt a different gender identity and expression.

BIRD MAIDEN TRAITS

Creature Type: Humanoid

Size: Medium (about 4-7 feet tall)

Speed: 30 feet

As a Bird Maiden, you have these special traits.

Flight. Because of your wings, you have a Fly Speed equal to your Speed. You can't use this Fly Speed if you're wearing Medium or Heavy armor.

Skillful You gain proficiency in one skill of your choice.

Wind Caller When you reach character level 3, you learn the *Gust of Wind* spell and always have it prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select this species).



BRASS MAN

Brass Men are mechanical constructs that appear humanoid. They are inhabitants of the City of Brass, but can be found in various places throughout Rabiah's refractions. They have a reputation for being dim-witted and incredibly tough, but they are as varied and individual as any humanoid species.

According to legend, the Brass Men were created by Fatima, an ancient planeswalker of Rabiah. Her refraction was patriarchal, and she rebelled against the men that sought to control her. Her spark ignited in her fury, and she is said to be the original architect of the City of Brass; the city blazes with the heat of her rage. It is believed that the Brass Men were created by Fatima to defend the city, and some believe that she created their species out of loneliness, being the only inhabitant of the City before their construction.

Whether or not the legend is true, Brass Men do inhabit the City of Brass alongside Djinn and Efreet, and their brass plating gives them extra resilience against the city's heat and flames. Wizards of Rabiah who cannot tame Djinn sometimes instead seek to gain the service of a Brass Man.

BRASS MAN TRAITS

Creature Type: Construct

Size: Medium (about 4-7 feet tall)

Speed: 30 feet

As a Brass Man, you have these special traits.

Ageless. You are immune to the effects of aging and can't be aged magically.

Fire Resistance. You have Resistance to Fire damage.

Mana Infusion. You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 4 hours if you spend those hours infusing mana, during which you retain consciousness.

Natural Armor. While you aren't wearing armor, your base Armor Class equals 13 plus your Dexterity modifier.

Poison Resilience. You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the Poisoned condition.

Rare Language. When you choose languages you know, you can choose the Ignan dialect of Primordial.

Repair. If you are targeted by the *Mending* spell, you can spend one Hit Point Die, roll it, and add your Constitution modifier to it. You regain Hit Points equal to the total (minimum of 1 Hit Point).

Unusual Nature. You don't need to eat, drink, or breathe. You also can't be infected with magical contagions.



GENASI

Tracing their ancestry to genies and elementals, each genasi can tap into the power of one of the elements. Air, earth, fire, and water—these are the four pillars of the Material Plane and the four types of genasi. Some genasi are direct descendants of a genie, while others were born to humanoid parents who lived near a place suffused by elemental magic. Some humans might also be transformed into genasi as the result of a pact with a powerful genie.

Genasi inherit something from both sides of their dual nature. They resemble humans but have unusual skin color (red, green, blue, or gray), and there is something odd about them. The elemental blood flowing through their veins manifests differently in each genasi, often as magical power.

GENASI TRAITS

Creature Type: Humanoid

Size: Medium (about 5-6 feet tall)

Speed: 30 feet

As a Genasi, you have these special traits.

Genasi Tribe. You are part of a tribe that grants you supernatural abilities. Choose a tribe from the Genasi Tribes table. You gain the level 1 benefit of that tribe. Your choice also affects your Damage Resistance trait as well as your appearance.

When you reach character levels 3 and 5, you learn a higher-level spell, as shown on the table. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the tribe).

Darkvision. You have Darkvision with a range of 60 feet.

Damage Resistance. You have Resistance to the damage type determined by your Genasi Tribe trait.

Rare Language. When you choose languages you know, you can choose one dialect of Primordial.

GENASI TRIBE

Tribe	Damage Type	Level 1	Level 3	Level 5
Dao	Bludgeoning	You know the <i>Blade Ward</i> cantrip. You can also move across Difficult Terrain without spending extra movement to do so.	<i>Pass Without Trace</i>	<i>Meld into Stone</i>
Djinn	Lightning	You know the <i>Shocking Grasp</i> cantrip. You also don't need to breathe.	<i>Feather Fall</i>	<i>Levitate</i>
Efreet	Fire	You know the <i>Produce Flame</i> cantrip.	<i>Burning Hands</i>	<i>Flame Blade</i>
Mari	Acid	You have a Swim Speed equal to your Speed. You can also breathe air and water.	<i>Create or Destroy Water</i>	<i>Water Walk</i>



GOBLIN

Goblins aren't native to Rabiah, but they are likely to travel there from the plane of Wildfire. Wildfire is an elemental plane of fire and lava, but goblins are able to resist its heat. They live in Wildfire alongside Djinn and Efreet, and are ruled by the caliphs of the Emberwilde Order.

The goblins of Emberwilde are similar to goblins on other planes. They have thin, skeletal appearances, pointed ears, and yellowish skin. Unlike other goblins, they have no Fey ancestry to speak; though their origin is unknown, it is likely they are related to Elementals.

GOBLIN TRAITS

Creature Type: Humanoid
Size: Small (about 3-4 feet tall)
Speed: 30 feet

As a Goblin, you have these special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Fire Resistance. You have Resistance to Fire damage.

Emberwilde Fury. When you damage a creature that isn't an Elemental with an attack roll or a spell, you can cause the attack or spell to deal extra Fire damage to the target equal to your Proficiency Bonus.

You can use this trait a number of times equal to your Proficiency Bonus, regaining all expended uses when you finish a Long Rest, and you can use it no more than once per turn.

Nimble Escape. You can take the Disengage or Hide action as a Bonus Action.

Rare Language. When you choose languages you know, you can choose the Ignan dialect of Primordial.



HUMAN

Humans are the most populous species on Rabiah, and rule the cities that dot the landscape. On Rabiah, every human deals with Elementals and magic in their day-to-day lives. While society on most refractions is rigid and caste-like, every version of Rabiah has stories of commoners and urchins who rise to fame and power; and those stories almost always include a genie.

Humans on Rabiah are like their counterparts on other planes, and are just as diverse in appearance and skill.

HUMAN TRAITS

Creature Type: Humanoid

Size: Medium (about 4-7 feet tall) or Small (about 2-4 feet tall), chosen when you select this species

Speed: 30 feet

As a Human, you have these special traits.

Resourceful You gain Heroic Inspiration whenever you finish a Long Rest.

Skillful You gain proficiency in one skill of your choice.

Versatile. You gain an Origin feat of your choice. Skilled is recommended.



MERFOLK

Merfolk make their home in Rabiah's seven seas. They have their own underwater settlements, but some can also be found above the waves aboard sailing ships and among pirate crews.

Merfolk on Rabiah might appear from Dominaria, where they have fish-like appearances with many fins and colors. They might also be visitors from Mercadia, where they appear very similar to humans but with blue skin.

There are legends on some refractions that say that some humans used *Fishliver Oil* too frequently, eventually changing themselves permanently into merfolk with the upper halves of humans and the lower halves of fish.

MERFOLK TRAITS

Creature Type: Humanoid

Size: Medium (about 5 feet tall)

Speed: 30 feet

As a Merfolk, you have these special traits.

Amphibious. You can breathe air and water.

Darkvision. You have Darkvision with a range of 60 feet.

Cold Resistance. You have Resistance to Cold damage.

Merfolk Magic. You know the *Fog Cloud* spell. When you reach character level 3, you learn *Gust of Wind*. When you reach character level 5, you learn *Water Walk*. You always have these spells prepared. You can cast each spell once without a spell slot, and you regain the ability to cast it that way when you finish a Long Rest. You can also cast it using any spell slots you have of appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select this species).

Rare Language. When you choose languages you know, you can choose the Aquan dialect of Primordial.

Swimming. You have a Swim Speed equal to your Speed.



MINOTAUR

While minotaurs aren't native to Rabiah, they might find themselves visiting from the nearby plane of Dominaria. Like their counterparts on other planes, these Minotaur have humanoid forms with bovine heads.

The minotaurs of Dominaria are a people divided into eleven distinct nations, each with their own culture and history. The minotaurs of Hurloon are a spiritual people with a love of battle and stories. Their religion venerates the land, and they worship heat in two forms: the sun and the hearth. Compared to other minotaurs, Hurloon have shaggier pelts, often white or brown, and have a cultural tradition of elaborate facial tattoos and horn etching.

Another minotaur nation that might find itself in Rabiah are those of Talruum. These minotaurs are almost hairless, with smooth brown skin. They grow the hair on their heads long and often style it in elaborate braids. Their religion involves the worship of Torahn, a war god, and have a tradition of forging crystal swords and practicing illusion magic.

MINOTAUR TRAITS

Creature Type: Humanoid
Size: Medium (about 7-8 feet tall)
Speed: 30 feet

As a Minotaur, you have these special traits.

Goring Rush. Immediately after you take the Dash action on your turn and move at least 20 feet, you can take a Bonus Action to use your Unarmed Strike.

Hammering Horns. When you hit a creature with an Unarmed Strike as part of the Attack action on your turn, you can use both the Damage and the Shove options. You can use this benefit only once per turn.

Horns. You have sharp horns. When you use your Unarmed Strike to deal damage with them, you can deal $1d6$ plus your Strength modifier Piercing damage instead of the normal damage of your Unarmed Strike.

Powerful Build You have Advantage on any ability check you make to end the Grappled condition. You also count as one size larger when determining your carrying capacity.



OGRE

Ogres are one of the few species native to Rabiah. They are giants, though smaller than most giants on other planes, with elongated and oversized jaws, noses and ears compared to humans. They have skin tones that range from brown and tan to bright green.

On most of Rabiah's refractions, ogres are only found outside of human society; most often in their own communities in desert caves or in the sparse forests.

OGRE TRAITS

Creature Type: Giant

Size: Medium (about 7-8 feet tall)

Speed: 35 feet

As an Ogre, you have these special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Giant Size. You can move through the space of any creature that is a size smaller than you, but you can't stop in the same space.

Heavy-Handed When you use your Unarmed Strike to deal damage, you can deal 1d6 plus your Strength modifier Piercing damage instead of the normal damage of your Unarmed Strike.

Long Limbed When you make a melee attack on your turn, your reach with it is 5 feet greater than normal.

Powerful Build You have Advantage on any ability check you make to end the Grappled condition. You also count as one size larger when determining your carrying capacity.



VIASHINO

Viashino are reptilian humanoids descended from dragons. They aren't native to Rabiah, but to the nearby plane of Dominaria. The Viashino of Dominaria live in clan communities and practice a nomadic warrior culture. On their homelands, they live in the desert, and so adapt to Rabiah readily. Despite having a focus on war, the Viashino are also known across Dominaria for their metalwork and crafts.

VIASHINO TRAITS

Creature Type: Humanoid
Size: Medium (about 5-7 feet tall)
Speed: 30 feet

As a Viashino, you have these special traits.

Bite. You have sharp teeth. When you use your Unarmed Strike to deal damage with them, you can deal 1d6 plus your Strength modifier Piercing damage instead of the normal damage of your Unarmed Strike.

Burrowing. You have a Burrow Speed of 10 feet.

Darkvision. You have Darkvision with a range of 120 feet.

Fire Resistance. You have Resistance to Fire damage.

Natural Armor. While you aren't wearing armor, your base Armor Class equals 13 plus your Dexterity modifier.



SPELLS

Magic functions on Rabiah as it does in most other D&D settings. Like other planes in the *MAGIC: THE GATHERING* multiverse, Rabiah has its own mana that spellcasters can draw from to cast spells. This chapter provides descriptions of common spells used on Rabiah. See the *Player's Handbook* for rules on casting spells and how to read a spell description.

SPELL DESCRIPTIONS

The spells are presented in alphabetical order. If a spell in this chapter has the same name as a spell from another book, use the version of the spell presented in this chapter.

Some spells appear on the Artificer spell list. The Artificer class is from *Tasha's Cauldron of Everything*.

ALTERNATE REALITY

Level 3 Transmutation (Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a small unmarked die)

Duration: Instantaneous

You undo a single recent event by forcing a reroll of any D20 Test made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, you could undo an ally's failed saving throw or an enemy's Critical Hit. You choose whether to use the reroll or the original roll.

CHOKING SANDS

Level 3 Evocation (Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a fistful of sand, which the spell consumes)

Duration: Concentration, up to 1 minute

Choose a Beast or Humanoid you can see within range. The target must succeed on a Constitution saving throw or start Suffocating. The target can repeat the saving throw at the start of each of its turns, ending the spell on a success.

Using a Higher-Level Spell Slot. If you use a level 5+ spell slot, you can target a Dragon, Giant, or Monstrosity.

COOL STRENGTH

Level 1 Abjuration (Bard, Wizard)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a pinch of sand, a drop of water, and a drop of blood)

Duration: 24 hours

Until the spell ends, the target can't gain levels of Exhaustion from Dehydration or Extreme Heat.

DUST DEVIL

Level 2 *Conjunction* (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a pinch of dust)

Duration: Concentration, up to 1 minute

You conjure an elemental spirit that resembles a dust devil. It manifests in an unoccupied space you can see within range and lasts for the duration.

Until the spell ends, any creature that ends its turn within 5 feet of the spirit makes a Strength saving throw. On a failed save, the creature takes 1d8 Bludgeoning damage and is pushed up to 10 feet away from the spirit. On a successful save, the creature takes half damage only.

As a Bonus Action on your later turns, you can command the spirit to move up to 30 feet in any direction. If the spirit moves over sand, dust, loose dirt, or gravel, it sucks up the material and forms a 10-foot Emanation of debris originating from the spirit. The Emanation is Heavily Obscured and lasts until the start of your next turn.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 2.

EARTH TREMOR

Level 1 *Evocation* (Bard, Druid, Sorcerer, Wizard)

Casting Time: Action

Range: Self (10-foot emanation)

Components: V, S

Duration: Instantaneous

You cause the ground to tremor in a 10-foot Emanation. Each creature in the area must succeed on a Dexterity saving throw or take 1d6 Bludgeoning damage and have the Prone condition.

If the ground in the Emanation is loose earth or stone, it becomes Difficult Terrain until cleared. Each space of Difficult Terrain require 1 minute of work to clear by hand.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 1.

EARTHBIND

Level 2 *Transmutation* (Druid, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 300 feet

Components: V

Duration: Concentration, up to 1 minute

Choose one creature you can see within range. The target must make a Strength saving throw. On a failed save, the target's Fly Speed (if any) is reduced to 0 feet for the spell's duration. If the target is aloft when it is affected by this spell, it falls at a rate of 60 feet per round until the spell ends. If the target lands before the spell ends, the target takes no damage from the fall.

FLOAT

Level 1 *Divination* (Bard, Cleric, Druid, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a bit of cork)

Duration: 1 minute

Choose a creature you can see within range. If the target is submerged in liquid, it rises to the surface of the liquid at a rate of 60 feet per round until the spell ends.

MAELSTROM

Level 5 *Evocation* (Cleric, Druid, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (paper or leaf in the shape of a funnel)

Duration: Concentration, up to 1 minute

A swirling mass of water fills a 30-foot-radius, 5-foot-high Cylinder centered on a point on the ground or in water you can see within range. Until the spell ends, the area is Difficult Terrain, and any creature that starts its turn there must succeed on a Strength saving throw or take 6d6 Bludgeoning damage and be pulled 10 feet toward the center.

MAGNETISM

Level 3 *Transmutation* (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a piece of lodestone)

Duration: Concentration, up to 1 minute

One creature or object you touch emits a magnetic field in 30-foot Emanation for the duration. An unwilling creature can make a Constitution saving throw, and if it succeeds, it isn't affected by this spell. When you create the Emanation and at the start of each of the target's turns while the Emanation persists, the spell activates as described below.

Lighter Objects. Each unsecured metal object entirely in the Emanation that weighs less than the target flies up to 30 feet in a Line towards the target. A creature wearing or carrying an affected object can make a Strength saving throw, holding onto the object on a success. The target and each creature in the Line must succeed on a Dexterity saving throw or take 1d10 Bludgeoning damage for every 5 feet the object traveled.

Heavier Objects. If a metal object that weighs more than the target is entirely in the Emanation, the target must make a Strength saving throw. On a failed save, the target flies up to 30 feet in a Line towards the object and has the Restrained condition until the start of the target's next turn. Each creature in the Line must succeed on a Dexterity saving throw or take 1d10 Bludgeoning damage for every 5 feet the target traveled. If there are multiple metal objects that weigh more than the target entirely in the Emanation, the Restrained target is suspended in the air between the objects.



OUBLIETTE

Level 5 Abjuration (Artificer, Cleric, Paladin, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a tiny cage worth 100+ GP)

Duration: Concentration, up to 1 minute

One creature that you touch must succeed on a Charisma saving throw or be transported to a demiplane that is a small room with a single caged opening in its ceiling. The target remains there for the duration or until it escapes. At the end of each of the creature's turns while there, it ages 1d6 + 6 years and takes 1d6 Necrotic damage. A *Greater Restoration* spell can restore the target's age to normal.

The target can take a Study action to try to escape the demiplane. When it does so, it makes an Intelligence (Investigation) check against your spell save DC. If it succeeds, it escapes, and the spell ends.

When the spell ends, the target reappears in the space it left or, if that space is occupied, in the nearest unoccupied space.

PIETY

Level 1 Abjuration (Cleric, Druid, Paladin, Sorcerer, Warlock)

Casting Time: 1 hour

Range: Self

Components: V, S, M (100+ GP)

Duration: Instantaneous

This spell improves your standing with a particular otherworldly intelligence, such as a deity, patron, divine proxy, demigod, or spirit. If the being you contact was Hostile to you, it becomes Indifferent. If it was Indifferent, it becomes Friendly.

QUICKSAND

Level 3 Transmutation (Druid, Ranger, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a vial of water and a pouch of sand)

Duration: Concentration, up to 10 minutes

Choose a point on the ground that you can see within range. Until the spell ends, you cause the ground to become like quicksand in a 10-foot-radius, 10-foot-deep Cylinder centered on that point. When you cast the spell, each creature on the ground in the area sinks 1d4 feet and has the Restrained condition. A creature also sinks when it enters the spell's area. A Restrained creature that is completely submerged has Total Cover, the Blinded condition, and risks Suffocation.

As long as the Restrained creature isn't completely submerged, the Restrained creature or another creature within 5 feet of it can make a Strength (Athletics) check against your spell save DC. On a success, the Restrained creature is freed and moved to the nearest unoccupied space outside of the spell's area.

REFLECTION

Level 4 Necromancy (Sorcerer, Warlock, Wizard)

Casting Time: Reaction, which you take when a creature within 60 feet of you hits you with an attack roll

Range: 60 feet

Components: S

Duration: Instantaneous

The creature that damaged you must succeed on a Constitution saving throw or take Necrotic damage equal to the damage you took. Constructs and Undead automatically succeed on the saving throw against this spell.

RIVER OF SAND

Level 8 Evocation (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: Self (80-foot Line)

Components: S, M (a mouthful of sand and spittle)

Duration: Instantaneous

You create a burst of flowing sand in a 80-foot-long, 10-foot-wide Line. Each creature in the Line must make a AAA saving throw. On a failed save, a creature takes AAA Bludgeoning damage, is pushed up to 20 feet away from you in a direction following the Line, and is buried under the sand. On a successful save, a creature takes half as much damage only.

While buried, a creature has the Prone and Restrained conditions and is Suffocating. The buried creature or another creature within 5 feet of it can take an action to make a Strength (Athletics) check against your spell save DC, freeing the buried creature on a success. A buried creature can also free itself if it has a Burrow Speed by spending 5 feet of movement.

Unsecured objects in the Line that aren't being worn or carried also take the damage, are pushed away from you, and are buried under the sand.

SANDSTORM

Level 5 Evocation (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a pinch of sand)

Duration: Concentration, up to 1 minute

Swirling sand appears in a 20-foot-radius Sphere centered on a point you can see within range. Until the spell ends, creatures in the Sphere have Disadvantage on attack rolls with weapons and on Wisdom (Perception) checks. You can take a Bonus Action on later turns to move the Sphere up to 60 feet.

When the Sphere appears, each creature in it makes a Strength saving throw. On a failed save, a creature takes 5d6 Bludgeoning damage and has the Prone condition. On a successful save, a creature takes half as much damage only. A creature also makes this save when the spell's area moves into its space and when it enters the spell's area or ends its turn there. A creature makes this save only once per turn.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 5.

SHADESIGHT

Level 1 Transmutation (Artificer, Cleric, Druid, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a shard of dark glass)

Duration: Concentration, up to 1 minute

Until the spell ends, a willing creature you touch has Immunity to the Blinded condition and automatically succeeds on any Intelligence (Investigation) check to discern illusions.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

SHAHRAZAD

Level 3 Enchantment (Bard, Sorcerer, Warlock)

Casting Time: Action

Range: 60 feet

Components: V

Duration: Concentration, up to 10 minutes

You begin telling a story, causing creatures of your choice that can hear and understand you within range to make a Wisdom saving throw. Any creature you or your allies are fighting automatically succeeds on this save.

On a failed save, a target has the Charmed condition until the spell ends or until you or your allies damage it. While Charmed, the target also has the Restrained condition and can't see or hear your allies. The target rationalizes any illogical outcomes from your allies' interactions. For example, if your ally steals an object from the target, it might believe it is giving the object to a friend so it can continue listening to you.

STATUE

Level 5 Transmutation (Artificer, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a bit of limestone, sand, and water)

Duration: Concentration, up to 1 day

You turn yourself into stone while retaining consciousness. Until the spell ends, you have the Petrified condition, and having the Incapacitated condition doesn't break your Concentration.

TIDAL WAVE

Level 3 Conjunction (*Druid, Sorcerer, Wizard*)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a drop of water)

Duration: Instantaneous

You conjure a wave of water that crashes down on an area within range. The area can be up to 30 feet long, up to 10 feet wide, and up to 10 feet tall.

Each creature in the area makes a Dexterity saving throw. On a failed save, a creature takes 4d8 Bludgeoning damage and has the Prone condition. On a successful save, a creature takes half as much damage only. The water then spreads out across the ground in all directions, extinguishing unprotected flames in its area and within 30 feet of it, and then it vanishes.

UNSTABLE MUTATION

Level 3 Transmutation (*Artificer, Druid, Sorcerer, Wizard*)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You cause unpredictable transformations in a creature you can see within range. The target must succeed on a Wisdom saving throw or be affected for the duration. On a failed save, a creature rolls 1d4 and shape-shifts according to the options below. The affected creature repeats this saving throw at the end of each of its turns. On a failed save, a creature rolls 1d6 and shape-shifts again. On a successful save, the spell ends.

1: Tentacle. The target's arms and hands become tentacles, and it drops any items it is holding. While shape-shifted this way, when the target hits a creature with its Unarmed Strike, it can use both the Damage and Grapple option.

2: Carapace. The target's skin becomes heavy and corrugated. While shape-shifted this way, the target gains a +1 bonus to its AC and its Speed is reduced by 10 feet.

3: Gills. The target grows gills. While shape-shifted this way, the target can only breathe water and is Suffocating if it isn't in water.

4: Spines. Spines protrude from the target's skin.

Nonmagical armor worn by the target takes a -1 penalty to the AC it offers. The penalty can be removed by a creature who takes the Utilize action and succeeds on a DC 15 Dexterity check using Tinker's Tools to repair the armor.

While the target is shape-shifted this way, a creature that hits the target with a melee attack takes 3 (1d6) Piercing damage.

WARDING WIND

A strong wind blows around you in a 10-foot Emanation for the duration. The Emanation has the following effects:

- Creatures in the area have the Deafend condition.
- Unprotected flames in the area are extinguished.
- The area is Difficult Terrain.
- Creatures in the area have Disadvantage on attack rolls with weapons. Ranged attack rolls against creatures in the area have Disadvantage.

WALL OF SAND

Level 3 Evocation (*Druid, Wizard*)

Casting Time: Action

Range: 90 feet

Components: V, S, M (a handful of sand)

Duration: Concentration, up to 10 minutes

You create a wall of swirling sand. The wall appears within range on a solid surface and lasts for the duration. You can make the wall up to 30 feet long, 10 feet high, and 10 feet thick. The wall's area is Heavily Obscured. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement.

WHIRLWIND

Level 7 Evocation (*Druid, Sorcerer, Wizard*)

Casting Time: Action

Range: 300 feet

Components: V, S, M (a piece of straw)

Duration: Concentration, up to 1 minute

A whirlwind howls down in a 10-foot-radius, 30-foot-high Cylinder centered on a point you can see within range. Until the spell ends, you can take a Magic action on later turns to move the Cylinder up to 30 feet. Unsecured objects no larger than a 5-foot Cube that are entirely within the Cylinder are dragged with the Cylinder when it moves.

When the Cylinder appears, each creature in it makes a Dexterity saving throw. On a failed save, a creature takes 10d6 Bludgeoning damage, and if the creature is Large or smaller, it has the Restrained condition until the spell ends and is dragged with the Cylinder when it moves. On a successful save, a creature takes half as much damage only. A creature also makes this save when the spell's area moves into its space and when it enters the spell's area or ends its turn there. A creature makes this save only once per turn.

At the start of each of a Restrained creature's turns, it rises 5 feet higher in the Cylinder unless it is at the top. As an action, a Restrained creature can make a Strength or Dexterity check (its choice) against your spell save DC. On a success, the Restrained condition ends for the creature and it is thrown $3d6 \times 10$ feet away from the Cylinder in a random direction. When the spell ends, a Restrained creature falls unless it can stop the fall.



APPENDIX A: MAGIC ITEMS

Mhis section provides rules for magic items that can be found on Rabiah. See the *Dungeon Master's Guide* for how to use magic items.

MAGIC ITEM DESCRIPTIONS

The magic items are presented in alphabetical order.

FRUIT OF WAK-WAK

Wondrous Item, Rare

This magical fruit only grows on the island of the same name. It has a shape that resembles a feminine face, and when ripe, it produces a sound similar to its namesake.

You can eat this fruit as a Magic action. When you do, you gain a Fly Speed of 30 feet for 1 hour. If you're in the air when the effect wears off, you fall unless you have some other means of staying aloft.

FISHLIVER OIL

Potion, Uncommon

One vial of this oil can cover one Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. For 24 hours, the affected creature can breathe air and water and has a Swim Speed equal to its Speed.

FLUTE OF SNAKES

Wondrous Item, Rare

While this flute is on your person, ordinary snakes and giant snakes are Indifferent toward you and won't attack you unless you threaten or harm them.

The flute has 3 charges and regain 1d3 expended charges daily at dawn. If you play the flute as a Magic action, you can take a Bonus Action to expend 1 to 3 charges, calling forth one **Constrictor Snake** or **Venomous Snake** with each expended charge if enough snakes are within half a mile of you to be called in this fashion (as determined by the DM). If there aren't enough snakes, the charge is wasted. Called snakes move toward the music by the shortest available route but aren't under your control otherwise.

Whenever a **Constrictor Snake** or **Venomous Snake** that isn't under another creature's control comes within 30 feet of you while you are playing the flute, the snake makes a DC 15 Wisdom saving throw. On a successful save, the snake behaves as it normally would and can't be Charmed by the flute's music for the next 24 hours. On a failed save, the snake has the Charmed condition for as long as you continue to play the pipes each round as a Magic action. A Charmed snake is Friendly towards you and your allies and obeys your commands. If you issue no commands to a Charmed snake, it defends itself but otherwise takes no actions. If a Charmed snake starts its turn more than 30 feet away from you, the Charmed condition ends for that snake and it can't be Charmed by the flute's music for the next 24 hours.

LAMP OF THE GHUL

Wondrous Item, Very Rare

When you take a Magic action to rub this lamp three times, it summons a particular **Ghul**. The ghul appears in an unoccupied space you choose within 120 feet of yourself. It remains as long as you maintain Concentration, to a maximum of 1 hour, or until it drops to 0 Hit Points.

While summoned, the ghul is Hostile to you and your allies, and it begrudgingly obeys your commands. The effect you desire might be achieved only in part, or you might suffer an unforeseen consequence as a result of how you worded the command. If you fail to command it, the ghul defends itself against attackers but takes no other actions.

After the ghul departs, it can't be summoned again for 24 hours, and the lamp becomes nonmagical if the ghul dies.

JANDOR'S SADDLEBAGS

Wondrous Item, Artifact

These saddlebags weigh 8 pounds and are fitted for a Riding Saddle. You can take a Magic action to reach into the saddlebags and start casting *Heroes' Feast*. You cast the spell by removing expensive food and drink from the saddlebags, which they magically produce. Once this property of the saddlebags has been used, it can't be used again until the next dawn.

MARID LANTERN

Wondrous Item, Very Rare

When you take a Magic action to raise the hood of this lantern, a cloud of steam flows out of it. At the end of your turn, the steam disappears, and a **Marid** appears in an unoccupied space within 30 feet of you.

The marid understands your languages and obeys your commands for 1 hour, after which it returns to the lantern, and the hood lowers. The hood can't be raised for 24 hours. The next time the hood is raised, the same effect occurs. The third time the hood is raised, the Marid can cast *Wish* once for you. It disappears when it grants the wish or after 1 hour, and the lantern loses its magic.

MARID LEATHER

Armor (Leather Armor, Studded Leather), Legendary
(Requires Attunement)

While wearing this armor, you gain a +3 bonus to Armor Class, you have Immunity to Cold damage, and you know Primordial. In addition, you have a Swim Speed equal to your Speed.

RING OF MA'RÛF

Ring, Artifact (Requires Attunement)

While wearing this ring, you can take a Magic action to cast *Plane Shift*, choosing one of the Refractions of Rabiah or an elemental plane as your destination. Once this property of the ring is used, it can't be used again until the next dawn.

SANDS OF TIME

Wondrous Item, Artifact (Requires Attunement)

The *Sands of Time* are contained in an hourglass that weighs 1 pound. The sands have 3 charges, and regain 1d3 expended charges daily at dawn. While holding the sands, you can cast one of the spells on the following table from it, using your spell save DC. The table indicates how many charges you must expend to cast the spell.

Spell	Charge Cost
<i>Haste</i>	1
<i>Slow</i>	1
<i>Timebend</i>	2
<i>Time Stop</i>	3

SANDALS OF WATER WALING

Wondrous Item, Uncommon

While wearing these sandals, you cast *Water Walk* from them, targeting only yourself.

SANDALS OF THE DESERT

Wondrous Item, Uncommon

These sandals are comfortable and breathable, keeping your feet cool. While wearing them, you gain the following benefits.

Fire Resistance. You have Resistance to Fire damage and can tolerate temperatures of 100 degrees Fahrenheit or lower without any additional protection.

Sand Strider. You ignore Difficult Terrain created by sand.

WAND OF DENIAL

Wondrous Item, Rare

This wand has 3 charges. While holding it, you can expend 1 charge to cast *Counterspell* (save DC 15) from it.

Regaining Charges. The wand regains all expended charges daily at dawn. If you expend the wand's last charge, roll 1d20. On a 1, the wand crumbles into ashes and is destroyed.

APPENDIX B: MONSTERS

This chapter provides stat blocks for unique Monsters and NPCs who can be found in Rabiah, to be used by the Dungeon Master. See the rules glossary in the Revised Player's Handbook (2024), or the *Monster Manual*, for how to read a stat block.

When the Dungeon Master uses a stat block, they may change details in it.

The Rabiah Monsters table lists every creature in this chapter, along with that creature's creature type and Challenge Rating (CR).

STAT BLOCK DESCRIPTIONS

The following stat blocks are presented in alphabetical order.

RABIAH MONSTERS

Creature	Creature Type	CR
Ape Chieftan	Beast	1/2
Cobra	Beast	1/4
Djinn		
Efreet	Elemental	11
Ernham Djinn	Elemental	11
Ghul	Elemental	6
Juzám Djinn	Elemental	23
Marid	Elemental	11
Serendib Djinn	Elemental	11
Elephant		
War Elephant	Beast	6
Zombie Elephant	Undead	4

RABIAH MONSTERS (CONT'D.)

Creature	Creature Type	CR
Gen		
Daolani	Elemental	1/2
Djiinnling	Elemental	1/2
Efreetikin	Elemental	1/2
Maridan	Elemental	1/2
Giant Fish	Beast	22
Giant Tortoise	Beast	3
Guardian Beast	Monstrosity	5
Hurr Jackal	Beast	1/4
Mist Dragon		
Mist Dragon Wyrmling	Dragon	3
Young Mist Dragon	Dragon	5
Adult Mist Dragon	Dragon	10
Ancient Mist Dragon	Dragon	18
Nekrataal	Humanoid	11
Rukh		
Rukh	Beast	11
Rukh Hatchling	Beast	2
Young Rukh	Beast	8
Sand Golem	Construct	9
Singing Tree	Plant	2
Wolf Packleader	Beast	1/2





APE CHIEFTAN

Habitat: Forest, Mountain; **Treasure:** None

Kird is a jungle that appears on some refractions of Rabiah, and where it appears so do its inhabitants; the apes. These large, powerful beasts will defend their home from outsiders, and have even been known to attempt to fight elementals and genies that appear in their domain.

While apes don't have general sentience, ape chieftans are intelligent enough to command their fellow apes and form basic strategies in combat.

APE CHIEFTAN

Large Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 110 (13d10+39)

Speed 30 ft., Climb 30 ft.

MOD SAVE

MOD SAVE

MOD SAVE

STR	19	+4	+4	DEX	14	+2	+2	CON	16	+3	+3
INT	6	-2	-2	WIS	12	+1	+1	CHA	7	-2	-2

Skills Athletics +5, Perception +3

Senses Passive Perception 13

Languages None

CR 1/2 (XP 100; PB +2)

ACTIONS

Multiattack The ape makes two Fist attacks.

Fist *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 11 (2d6 + 4) Bludgeoning damage.

Rock (Recharge 6). *Ranged Attack Roll:* +5, range 25/50 ft. *Hit:* 22 (4d8 + 4) Bludgeoning damage.

REACTIONS

Chieftan's Command. *Trigger:* An enemy the ape can see ends its turn within 5 feet of one of the ape's allies.

Response: The ally makes one attack.



COBRA

Habitat: Desert, Forest, Urban; **Treasure:** None

Cobras and asps are deadly poisonous snakes that can be throughout Rabiah. Many spellcasting traditions on Rabiah attempt to harness and command cobras in a display of power and authority.

COBRA

Tiny Beast, Unaligned

AC 14 **Initiative +3 (13)**

HP 10 (3d4 + 3)

Speed 0 ft., Fly 50 ft. (hover)

MOD	SAVE	MOD	SAVE	MOD	SAVE
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STR	2	-4	-4	DEX	16	+3	+3	CON	11	+0	+0
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INT	1	-5	-5	WIS	10	+0	+0	CHA	3	-4	-4
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Senses Blindsight 10 ft., Passive Perception 10

Languages None

CR 1/4 (XP 50; PB +2)

ACTIONS

Multiattack The cobra makes two Bite attacks.

Bite. *Melee Attack Roll:* +4, *reach* 5 ft. *Hit:* 4 (1d4 + 2)

Piercing damage plus 3 (1d6) Poison damage, and the target has the Poisoned condition for 1 hour. *Critical Hit:* The Poisoned target also has the Exhaustion condition.



DJINN

Habitat: Desert, Forest, Coastal; **Treasure:** Arcana

On Rabiah, all genies are known as Djinn. They are spirits of nature, bound to the elements and natural mana of Rabiah and its refractions. Their personalities and natures often reflect the properties of the elements they are bound to.

Since before the Thousandfold Refraction, djinn have warred with each other for territory, expanding the reach of their elements as they defeat other djinn. The ancient human king Suleiman took advantage of this infighting, and developed the magic that is still used today to bind the djinn. There are many djinn who seek the blood of King Suleiman's followers, for his reign over ancient Rabiah led to the enslavement of seventy djinn, and Suleiman was no kind master.

EFREEET

Efreets are the second most common tribe of Djinn on Rabiah. They are spirits of elemental fire, and often appear aflame. Efreets commonly inhabit desolated places, such as ruins or caves. They are also frequent inhabitants of the City of Brass on the edge of Rabiah, and are the rulers of the plane of Wildfire.

The Efreet have a reputation for being wicked and cruel, and are constantly warring with the other tribes. In ancient times, a powerful Efreet known as Iblis nearly destroyed the tribe of the True Djinn along with humans, and was only stopped when the Marid intervened.

EFREEET

Large Elemental, Lawful Evil

AC 17 **Initiative** +1 (11)

HP 200 (16d10 + 112)

Speed 40 ft., Fly 60 ft.

MOD SAVE

STR	22	+6	+6	DEX	12	+1	+1	CON	24	+7	+7
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INT	16	+3	+7	WIS	15	+2	+6	CHA	16	+3	+7
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Immunities Fire

Gear Scimitar

Senses Darkvision 120 ft., Passive Perception 12

Languages Primordial (Ignan)

CR 11 (XP 7,200; PB +4)

ACTIONS

Multiattack. The efreet makes two attacks, using Scimitar or Hurl Flame in any combination.

Scimitar. *Melee Attack Roll:* +10, *reach* 5 ft. *Hit:* 13 (2d6 + 6) Slashing damage, plus 7 (2d6) Fire damage.

Hurl Flame. *Ranged Attack Roll:* +7, *range* 120 ft. *Hit:* 17 (5d6) fire damage. If the target is a creature or a flammable object, it starts burning.

Spellcasting. The efreet casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 15):

At Will: Detect Magic, Gaseous Form (self only), Heat Metal

3/Day Each: Enlarge/Reduce, Tongues

1/Day Each: Conjure Elemental (fire only), Hallucinatory Terrain, Plane Shift, Polymorph, Wall of Fire



ERNHAM DJINN

Large Elemental, Neutral Evil

AC 18 **Initiative +1 (11)**
HP 187 (15d10 + 105)
Speed 30 ft., Fly 60 ft.

MOD	SAVE	MOD	SAVE	MOD	SAVE
STR 23	+6	+6	DEX 12	+1	+1
INT 12	+1	+5	WIS 13	+1	+5

Skills Survival +5
Immunities Poison; Petrified, Poisoned
Gear Maul
Senses Darkvision 120 ft., Passive Perception 11
Languages Terran
CR 11 (XP 7,200; PB +4)

ACTIONS

Multiattack. The djinn makes two Maul attacks.

Maul. *Melee Attack Roll:* +10, *reach* 5 ft. *Hit:* 20 (4d6 + 6) Bludgeoning damage, and the target has the Prone condition if it is Large or smaller.

Spellcasting. The djinn casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 17):

At Will: Detect Magic, Druidcraft

3/Day Each: Plant Growth (as an action), Tongues, Tree Stride

1/Day Each: Conjure Elemental (earth only), Creation, Gaseous Form, Invisibility, Major Image, Plane Shift

BONUS ACTIONS

Expeditious Retreat. The djinn casts *Expeditious Retreat*, using the same spellcasting ability in Spellcasting.

Tree Step. The djinn teleports to an unoccupied space it can see within 60 feet. Both the space it leaves and its destination must be within 5 feet of a living tree that is size Large or larger.



GHUL

Ghuls are djinn connected to the earth, but also share a deep connection with death and necromancy. Ghul live in deserts, wastes, and shadowy areas of Rabian cities, drawing power by consuming the dead.

It is said the Ghul are highly superstitious and consider hospitality very important. If a traveler offers a Ghul something to eat, it is believed the Ghul will not harm him. It is also believed that Ghul often disguise themselves as nomads, and will attack if not shown the proper hospitality.

When a Ghul fells a victim, it is common for other Ghul to swoop in and fight over the corpse. When no other food presents itself, Ghul are known to seek out graves for meals. A powerful Ghul can shapeshift into vultures and follow lower ghouls to battlefields and dying travelers.

GHUL

Large Elemental, Chaotic Evil

AC 15 Initiative +1 (11)

HP 94 (9d10 + 45)

Speed 30 ft., Fly 30 ft.

MOD SAVE

STR	18	+4	+4	DEX	12	+1	+1	CON	20	+5	+8
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INT	11	+1	+1	WIS	13	+1	+4	CHA	16	+3	+6
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Immunities Necrotic, Poison; Poisoned

Senses Darkvision 120 ft., Passive Perception 11

Languages Terran

CR 6 (XP 2,300; PB +3)

ACTIONS

Multiattack The ghul makes two Claw attacks.

Claw. Melee Attack Roll: +8, reach 5 ft. **Hit:** 16 (2d10 + 5) Slashing damage, and the target has the Poisoned condition until the start of the ghul's next turn. **Critical Hit:** The Poisoned target also has the Paralyzed condition.

Spellcasting. The ghul casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 14):

At Will: Detect Magic, Gaseous Form (self only), Gentle Repose, Speak with Dead

3/Day Each: Bestow Curse, Contagion, Tongues

1/Day Each: Circle of Death, Creation, Invisibility, Plane Shift

BONUS ACTIONS

Reaping. The ghul drains power from the corpse of one Medium or larger creature within 5 feet and gains 10 Temporary Hit Points. A target drained this way is reduced to ash and can be revived only by a *True Resurrection* or a *Wish* spell.



JUZÁM DJINN



MARID

The marids are the oldest tribe of djinn and the most respected. Although they are isolated and few, these spirits are the most powerful of the djinn tribes. There is a legend that one of the marid was the first djinn of Rabiah and that all others came from him.

Masters of weather, wind, and water, the marids tend to live near the coast and travel in great waterspouts. Marids often appear as old men, porpoises, or horses, leading travelers to wise courses.

MARID

Large Elemental, Chaotic Good

AC 17

HP 229 (17d10 + 136)

Speed 30 ft., Fly 60 ft., Swim 90 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	22	+6	+6	DEX	12	+1	+5	CON	26	+8	+8
INT	18	+4	+4	WIS	17	+3	+7	CHA	18	+4	+8

Resistances Acid, Cold, Lightning

Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 13

Languages Primordial (Aquan)

—

4. *Ability* The ability to do the job.

ACTIONS

Multiattack. The marid makes two Elemental Trident attacks.

Elemental Trident. Melee or Ranged Attack Roll: +10, reach 5 ft. or range 20/60 ft. Hit: 15 (2d8 + 6) Piercing damage. If used to make a ranged attack, the weapon immediately returns to the marid's hand.

Spellcasting. The marid casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 16):

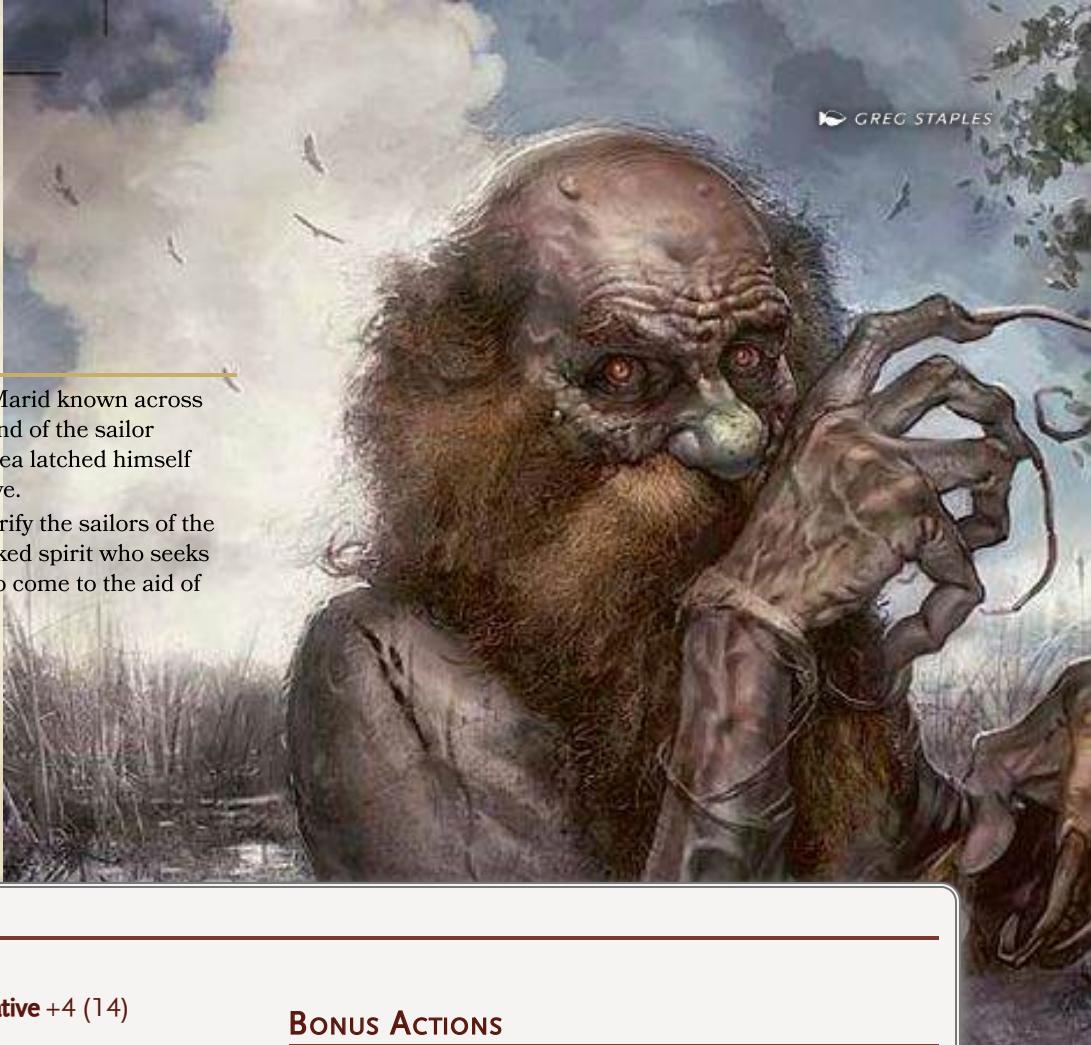
At Will: Create or Destroy Water, Detect Evil and Good, Detect Magic, Fog Cloud, Purify Food and Drink
3/Day Each: Tongues, Water Breathing, Water Walk
1/Day Each: Conjure Elemental (water only), Control Water, Gaseous Form, Invisibility, Plane Shift

Water Jet. Dexterity Saving Throw: DC 16, each creature in a 60-foot-long, 5-foot-wide line. Failure: 21 (6d6) bludgeoning damage, and if the target is Large or smaller, it is pushed up to 20 feet away from the marid and has the Prone condition. Success: Half damage only.

OLD MAN OF THE SEA

The Old Man of the Sea is a powerful Marid known across many refractions of Rabiah. In the legend of the sailor Sindbad, it is said the Old Man of the Sea latched himself onto Sindbad's back to make him a slave.

This powerful Marid continues to terrify the sailors of the seven seas, and is a whimsical and wicked spirit who seeks chaos, most unlike the other Marid who come to the aid of mortals.



OLD MAN OF THE SEA

Large Elemental, Chaotic Evil

AC 14

HP 204 (24d10 + 72)

Speed 30 ft., **Swim** 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	20	+5	+5	DEX	19	+4	+8	CON	17	+3	+3
INT	18	+4	+4	WIS	17	+3	+7	CHA	21	+5	+9

Skills Deception +9, Perception +7

Resistances Acid, Cold, Fire, Lightning

Senses Blindsight 60 ft., Passive Perception 17

Languages Common, Primordial (Aquan)

CR 12 (XP 8,400; PB +4)

TRAITS

Amphibious. The old man can breathe air and water.

Legendary Resistance (3/Day). If the old man fails a saving throw, he can choose to succeed instead.

ACTIONS

Multiattack. The old man makes two Claw attacks.

Claw. *Melee Attack Roll:* +9, *reach* 10 ft. *Hit:* 14 (2d8 + 5) Bludgeoning damage plus 10 (3d6) Cold damage.

Spellcasting. The old man casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 17):

At Will: *Create or Destroy Water, Detect Magic, Control Water, Fog Cloud*

3/Day Each: *Water Breathing, Water Walk*

1/Day Each: *Gaseous Form, Invisibility, Plane Shift*

BONUS ACTIONS

Whirlpool Step. The old man magically teleports to an unoccupied space it can see within 30 feet. Both the space it leaves and its destination must be in or on the surface of water.

REACTIONS

The old man can take up to three Reactions per round but only per turn.

Seize. *Trigger:* A creature the old man can see starts its turn within 10 feet. *Response—Wisdom Saving Throw:* DC 17, that creature. *Failure:* The old man attaches to the target until the end of the target's next turn. While attached, the old man takes control of the target and determines the target's behavior, occupies the target's space, and is dragged with it when it moves.

Terrifying Mist. *Trigger:* The old man uses his Legendary Resistance or is hit by a ranged attack. *Response—Wisdom Saving Throw:* DC 17, one creature the old man can see within 120 feet. *Failure:* 5 (1d10) Psychic damage, and the target has the Frightened condition until the end of its next turn.

Wave Goodbye. *Trigger:* The old man takes damage. *Response—Strength Saving Throw:* DC 17, each creature in a 5-foot-wide, 30-foot-long Line. *Failure:* 5 (1d10) Bludgeoning damage, and the target has the Prone condition. *Success:* Half damage only.



SERENDIB DJINN

Large Elemental, Chaotic Good

AC 17 Initiative +2 (12)

HP 161 (14d10 + 84)

Speed 30 ft., Fly 90 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	21	+5	+5	DEX	15	+2	+6	CON	22	+6	+6
INT	15	+2	+2	WIS	16	+3	+7	CHA	20	+5	+9

Immunities Lightning, Thunder

Gear Scimitar

Senses Darkvision 120 ft., Passive Perception 13

Languages Auran

CR 11 (XP 7,200; PB +4)

ACTIONS

Multiattack The djinn makes three Scimitar attacks.

Scimitar. *Melee Attack Roll:* +9, *reach* 5 ft. *Hit:* 12 (2d6 + 5) Slashing damage, plus 3 (1d6) damage of a type of the djinn's choice: Lightning or Thunder.

Spellcasting. The djinn casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 17):

At Will: Detect Magic, Gaseous Form (self only), Thunderwave

3/Day Each: Create Food and Water, Tongues, Wind Walk

1/Day Each: Conjure Elemental (air only), Creation, Invisibility, Major Image, Plane Shift

Whirlwind. *Strength Saving Throw:* DC 18, one creature the djinn can see within 120 feet. *Failure:* The target has the Restrained condition, and the djinn can move the target up to 60 feet. At the end of each of its turns, the target repeats the save, ending the effect on itself on a success. The effect also ends if the djinn uses Whirlwind again.

SERENDIB DJINN

The Djinn of Serendib, an island in the seven seas, are said to be the most powerful Djinn in Rabiah, extremely difficult to control. They are spirits of elemental air, causing storms of lightning and thunder in their wake. Serendib Djinn are known to grant wishes, but will do everything they can to twist the wish and cause pain and anguish for the spellcaster who binds them.



ELEPHANTS

Habitat: Desert, Urban; **Treasure:** None

Elephants are prized as mounts across Rabiah and often trained to carry soldiers into battle. There are also places in the Rabian deserts, elephant graveyards, where the plane's natural mana can bring these beasts back from death with necromancy.

WAR ELEPHANT

Huge Beast, Unaligned

AC 13

HP 126 (11d12 + 55)

Speed 40 ft.

Initiative -1 (9)

MOD			SAVE			MOD			SAVE		
STR	24	+7	+7	DEX	9	-1	-1	CON	21	+5	+5
INT	3	-4	-4	WIS	11	+0	+0	CHA	6	-2	-2

ACTIONS

Multiattack. The elephant makes two Gore attacks.

Gore. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 18 (2d10 + 7) Piercing damage. If the elephant moved at least 20 feet straight toward the target immediately before the hit, the target also has the Prone condition.

BONUS ACTIONS

Trample. *Dexterity Saving Throw:* DC 16, one creature within 5 feet that has the Prone condition. *Failure:* 20 (3d8 + 7) Bludgeoning damage. *Success:* Half damage.

ZOMBIE ELEPHANT

Huge Undead, Unaligned

AC 12

HP 76 (8d12 + 24)

Speed 30 ft.

Initiative -1 (9)

MOD			SAVE			MOD			SAVE		
STR	16	+3	+3	DEX	17	+3	+3	CON	13	+1	+1
INT	3	-4	-4	WIS	12	+1	+1	CHA	6	-2	-2

Immunities Poison; Exhaustion, Poisoned

Senses Passive Perception 10

Languages None

CR 4 (XP 1,100; PB +2)

TRAITS

Undead Fortitude. If damage reduces the zombie to 0 Hit Points, it must make a Constitution saving throw with a DC of 5 plus the damage taken unless the damage is Radiant or from a Critical Hit. On a successful save, the zombie drops to 1 Hit Point instead.

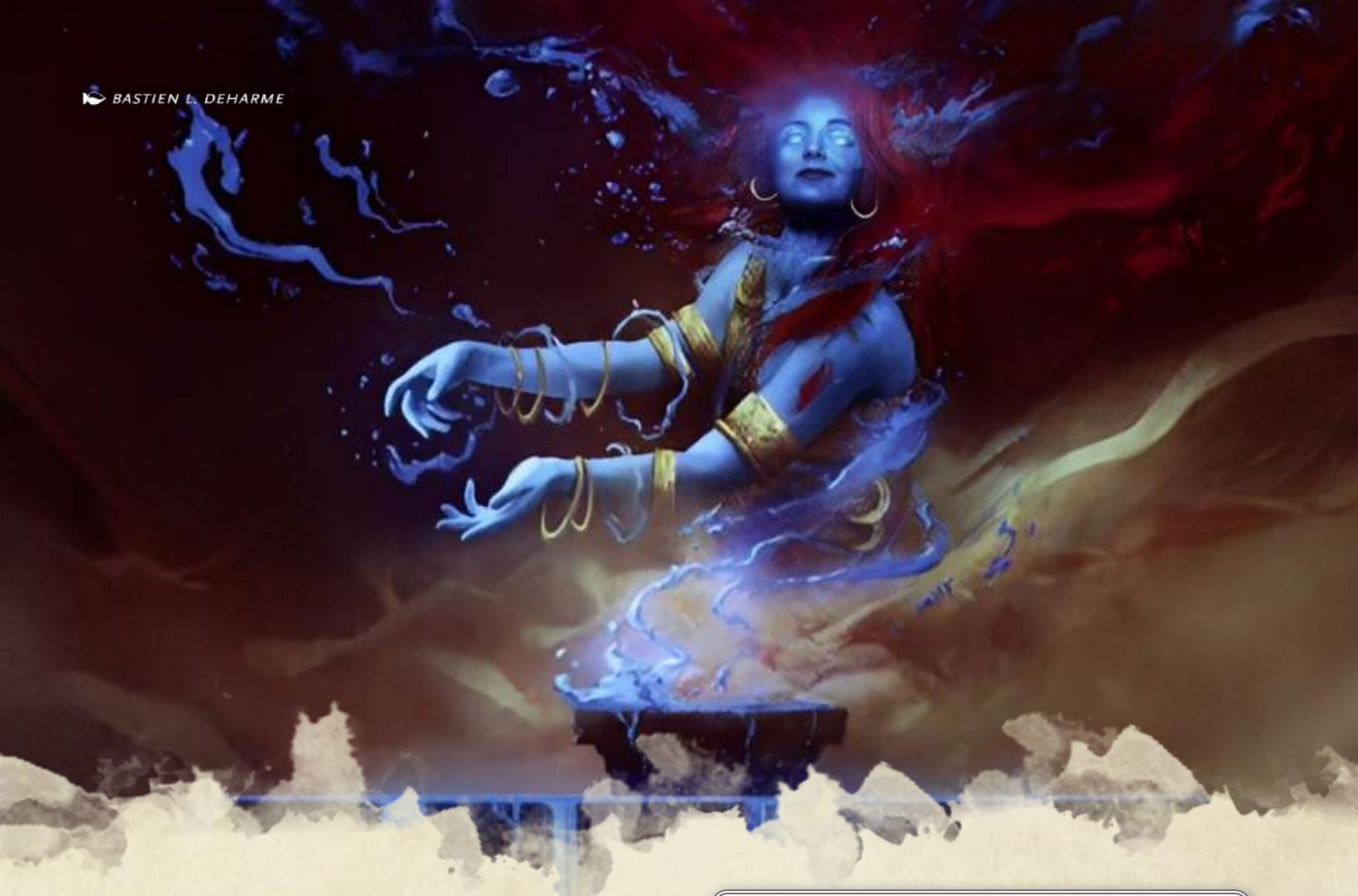
ACTIONS

Multiattack. The zombie makes two Gore attacks.

Gore. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 15 (2d8 + 6) Piercing damage. If the zombie moved at least 20 feet straight toward the target immediately before the hit, the target also has the Prone condition.

BONUS ACTIONS

Trample. *Dexterity Saving Throw:* DC 16, one creature within 5 feet that has the Prone condition. *Failure:* 17 (2d10 + 6) Bludgeoning damage. *Success:* Half damage.



GEN

Habitat: Coastal, Desert, Mountain; **Treasure:** Arcana

Gen were small elemental genies who often serve as special familiars for sha'irs, spellcasters who command genies. They appear in different forms based on the element they are comprised of; wind gen or djinnlings, sand gen or daolings, sea gen or maridans, and flame gen or efreetikin. Gaining command of a gen familiar is often a spellcaster's first step when climbing the ranks of renown across Rabiah.

Gen in the wild pledge fealty to more powerful elementals and genies to gain protection, and often act as servants, spies, and messengers for the genies who interact with mortals. A gen is an important part of keeping a genie prepared and aware of any spellcaster that might be trying to bind the genie.

DAOLANI

Tiny Elemental, Neutral

AC 11 **Initiative +1 (11)**

HP 27 (6d6 + 6)

Speed 20 ft., Burrow 10 ft., Fly 30 ft.

	MOD	SAVE	MOD	SAVE	MOD	SAVE					
STR	8	-1	-1	DEX	12	+1	+1	CON	12	+1	+1
INT	10	+0	+0	WIS	11	+0	+0	CHA	10	+0	+0

Resistances Bludgeoning

Immunities Poison; Petrified, Poisoned

Senses Passive Perception 10

Languages Primordial (Terran)

CR 1/2 (XP 100; PB +2)

ACTIONS

Stone. *Ranged Attack Roll:* +3, *range* 20/60 ft. *Hit:* 8 (2d6 + 1) Bludgeoning damage.

Spellcasting. The daolani casts one of the following spells, requiring no Material components and using Constitution as the spellcasting ability:

At Will: *Elementalism* (Beckon Earth only)

1/Day: *Planeshift* (self only)

DJINNLING

Tiny Elemental, Neutral

AC 11

HP 22 (5d6 + 5)

Speed 20 ft., Fly 30 ft.

Initiative +1 (11)

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	8	-1	-1	DEX	12	+1	+1	CON	12	+1	+1
INT	10	+0	+0	WIS	11	+0	+0	CHA	10	+0	+0

Resistances Thunder, Lightning

Immunities Poison; Poisoned

Senses Passive Perception 10

Languages Primordial (Auran)

CR 1/2 (XP 100; PB +2)

ACTIONS

Thunderclap. Ranged Attack Roll: +3, range 60 ft. Hit: 4 (1d6 + 1) Thunder damage. If the target is Medium or smaller, it has the Prone condition.

Spellcasting. The djinnling casts one of the following spells, requiring no Material components and using Constitution as the spellcasting ability:

At Will: Elementalism (Beckon Air only)

1/Day: Planeshift (self only)

EFREETIKIN

Tiny Elemental, Neutral

AC 11

HP 22 (5d6 + 5)

Speed 20 ft., Fly 30 ft.

Initiative +1 (11)

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	8	-1	-1	DEX	12	+1	+1	CON	12	+1	+1
INT	10	+0	+0	WIS	11	+0	+0	CHA	10	+0	+0

Immunities Fire, Poison; Poisoned

Senses Passive Perception 10

Languages Primordial (Ignan)

CR 1/2 (XP 100; PB +2)

TRAITS

Heated Body. A creature that hits the efreetikin with a melee attack or that starts its turn in a grapple with the efreetikin takes 3 (1d6) Fire damage.

ACTIONS

Flame. Ranged Attack Roll: +3, range 60 ft. Hit: 4 (1d6 + 1) Fire damage. If the target is a creature or a flammable object, it starts burning.

Spellcasting. The efreetikin casts one of the following spells, requiring no Material components and using Constitution as the spellcasting ability:

At Will: Elementalism (Beckon Fire only)

1/Day: Planeshift (self only)

MARIDAN

Tiny Elemental, Neutral

AC 11

HP 22 (5d6 + 5)

Speed 20 ft., Fly 30 ft., Swim 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	8	-1	-1	DEX	12	+1	+1	CON	12	+1	+1
INT	10	+0	+0	WIS	11	+0	+0	CHA	10	+0	+0

Resistances Acid, Cold

Immunities Poison; Poisoned

Senses Passive Perception 10

Languages Primordial (Aquan)

CR 1/2 (XP 100; PB +2)

TRAITS

Amphibious. The maridan can breathe air and water.

ACTIONS

Splash. Ranged Attack Roll: +3, range 60 ft. Hit: 4 (1d6 + 1) Bludgeoning damage plus 3 (1d6) Cold damage.

Spellcasting. The maridan casts one of the following spells, requiring no Material components and using Constitution as the spellcasting ability:

At Will: Elementalism (Beckon Water only)

1/Day: Planeshift (self only)



GIANT FISH

Habitat: Underwater; **Treasure:** Implements

The seven seas are home to fish of unusual size. Some refractions of Rabiah have fish so large that when they sleep near the surface, they are mistaken for islands, leaving sailors who came ashore stranded in the deep.

GIANT FISH

Gargantuan Beast, Unaligned

AC 21 **Initiative** +0 (10)

HP 307 (15d20 + 150)

Speed 0 ft., Swim 40 ft.

MOD SAVE

MOD SAVE

MOD SAVE

STR	30	+10	+10		DEX	10	+0	+0		CON	30	+10	+10
INT	2	-4	-4		WIS	21	+5	+12		CHA	5	-3	+4

Resistances Bludgeoning, Cold, Piercing, Slashing

Immunities Poison; Exhaustion, Paralyzed, Petrified, Poisoned, Restrained, Stunned

Senses Darkvision 60 ft., Passive Perception 15

Languages None

CR 22 (XP 41,000; PB +7)

TRAITS

Legendary Resistance (3/Day). If the fish fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The fish makes one Bite attack and one Thrash attack.

Bite. *Melee Attack Roll:* +17, *reach* 20 ft. *Hit:* 28 (4d8 + 10) Force damage. If the target is Large or smaller, the fish swallows the target. While swallowed, the target has the Blinded and Grappled conditions, has Total Cover, and takes 28 (8d6) Acid damage at the start of each of the fish's turns.

The fish can swallow four creatures this way. If the fish takes 30 damage or more on a single turn from a swallowed creature, the fish regurgitates all swallowed creatures, each of which falls in a space within 10 feet of the fish and has the Prone condition. If the fish dies, all swallowed creatures are similarly regurgitated.

Thrash. *Dexterity Saving Throw:* DC 25, each creature within 30 feet of the fish. *Failure:* 33 (6d10) Force damage, and the target has the Prone condition. *Success:* Half damage only.



GIANT TORTOISE

Habitat: Coastal; **Treasure:** None

Many giant animals are found on the shores of the seven seas. While enormous fish are found in deep waters, giant turtles and tortoises can be found closer inland. They are similar in appearance and behavior to their smaller cousins, but pose great risk to ships coming ashore.

Giant Tortoise

Huge Beast, Unaligned

AC 15

HP 68 (8d12 + 16)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	19	+4	+4	DEX	11	+0	+0	CON	15	+2	+2
INT	2	-4	-4	WIS	12	+1	+1	CHA	5	-3	-3

Senses Passive Perception 11

Languages None

CR 3 (XP 700; PB +2)

TRAITS

Amphibious. The tortoise can breathe air and water.

ACTIONS

Bite. Melee Attack Roll: +7, reach 10 ft. Hit: 18 (4d6 + 4) Piercing damage, and the target has the Prone condition if it is Large or smaller.

Shell Defense (Recharge 4–6). The tortoise withdraws into its shell until it takes a Bonus Action to emerge. Until it emerges, the tortoise gains a +4 bonus to AC, has Advantage on Strength and Constitution saving throws, has the Prone and Restrained conditions, and can't take actions or Reactions.



GUARDIAN BEAST

Habitat: Any; **Treasure:** Arcana

Despite its name, the Guardian Beast is no mere beast, but an unnatural creation of magic similar to a golem. Spellcasters will create these creatures through alchemy and transmutation, using the resulting beast to guard items or locations important to the spellcaster. They will defend their charge to the death, but are usually too volatile for menial tasks.

GUARDIAN BEAST

Medium Beast, Unaligned

AC 15 **Initiative +1 (11)**

HP 102 (12d8+48)

Speed 30 ft., Climb 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE					
STR	19	+4	+4	DEX	13	+1	+1	CON	18	+4	+4
INT	6	-2	-2	WIS	10	+0	+0	CHA	5	-3	-3

Skills Insight +3, Perception +6

Immunities Charmed

Senses Darkvision 60 ft., Passive Perception 16

Languages Understands the languages of its master but can't speak

CR 5 (XP 1,800; PB +3)

TRAITS

Magic Resistance. The beast has Advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The beast makes four Slam attacks.

Slam. *Melee Attack Roll:* +7, *reach* 5 ft. *Hit:* 7 (1d6 + 4) Bludgeoning damage.

REACTIONS

The beast can take up to four Reactions per round but only one per turn.



HURR JACKAL

Habitat: Desert; **Treasure:** None

Jackals are common in Rabiah's deserts, but Hurr jackals are especially feared by travelers because of their deadly bite that interferes with healing, both natural and magical. The origin of this curse is unknown, and only one or two Hurr jackals will be found in a given jackal pack at a time.

HURR JACKAL

Small Beast, Unaligned

AC 13

HP 10 (3d6)

Speed 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	8	-1	-1	DEX	15	+2	+2	CON	11	+0	+0
INT	3	-4	-4	WIS	12	+1	+1	CHA	6	-2	-2

Skills Perception +5

Senses Passive Perception 15

Languages None

CR 1/4 (XP 50; PB +2)

TRAITS

Pack Tactics. The jackal has Advantage on attack rolls against a creature if at least one of the jackal's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

ACTIONS

Bite. Melee Attack Roll: +4, reach 5 ft. Hit: 7 (2d4 + 2) Piercing damage, and the target is cursed for 24 hours or until the jackal dies. A cursed target can't regain Hit Points or gain Temporary Hit Points. Remove Curse or similar magic ends the curse early.

MIST DRAGONS

Habitat: Coastal, Desert, Mountain; **Treasure:** Relics

Mist dragons were reclusive and antisocial dragons often found along coastlines and in oases. They have blue-white scales and give off an odor like rain. Mist dragons are known for their ability to change into a misty form at will.

Mist dragons are asocial creatures that seclude themselves inside their lairs where they desire no interaction with sentient creatures. They spend large periods of time in contemplation, and avoid combat whenever possible.

Despite their nature, mist dragons are constantly being harassed by the inhabitants of Rabiah on some refractions; a wizard who can command a genie is likely to next turn to his attention to a dragon, either to gain its power or to acquire whatever secrets it uncovered in contemplation.



MIST DRAGON WYRMING

Medium Dragon, Neutral

AC 16	Initiative +0 (10)
HP 45 (6d8 + 18)	
Speed 30 ft., Fly 60 ft., Swim 30 ft.	
MOD SAVE	MOD SAVE
STR 17 +3 +3	DEX 10 +0 +2
INT 10 +0 +0	WIS 11 +0 +2
CHA 12 +1 +3	

Skills Insight +2, Perception +4, Survival +2

Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14

Languages Draconic

CR 3 (XP 700; PB +2)

TRAITS

Amphibious. The dragon can breathe air and water.

ACTIONS

Bite. Melee Attack Roll: +5, reach 5 ft. Hit: 8 (1d10 + 3) Piercing damage plus 2 (1d4) Fire damage.

Breath Weapon (Recharge 5–6). The dragon uses one of the following breath weapons:

Nauseating Breath. Constitution Saving Throw: DC 12, each creature in a 5-foot-wide, 40-foot-long Line. *Failure:* The target has the Poisoned condition for 1 minute.

Steam Breath. Constitution Saving Throw: DC 12, each creature in a 30-foot Cone. *Failure:* 22 (4d10) Fire damage. *Success:* Half damage.

Gaseous Form. The dragon casts *Gaseous Form* on itself, requiring no spell components.

YOUNG MIST DRAGON

Large Dragon, Neutral

AC 16 **Initiative +1 (11)**

HP 93 (11d10 + 33)

Speed 30 ft., Fly 60 ft., Swim 30 ft.

	MOD SAVE		MOD SAVE		MOD SAVE
STR 18 +4 +4		DEX 13 +1 +4		CON 16 +3 +6	
INT 12 +1 +1		WIS 14 +2 +5		CHA 14 +2 +5	

Skills Insight +4, Perception +4, Survival +4

Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14

Languages Common, Draconic

CR 5 (XP 1,800; PB +3)

TRAITS

Amphibious. The dragon can breathe air and water.

ACTIONS

Multiattack The dragon makes two Rend attacks.

Rend. Melee Attack Roll: +7, reach 10 ft. Hit: 7 (1d6 + 4) Slashing damage plus 3 (1d6) Fire damage.

Breath Weapon (Recharge 5–6). The dragon uses one of the following breath weapons:

Nauseating Breath. Constitution Saving Throw: DC 12, each creature in a 5-foot-wide, 40-foot-long Line. *Failure:* The target has the Poisoned condition for 1 minute.

Steam Breath. Constitution Saving Throw: DC 12, each creature in a 30-foot Cone. *Failure:* 22 (4d10) Fire damage. *Success:* Half damage.

Gaseous Form. The dragon casts *Gaseous Form* on itself, requiring no spell components.

ADULT MIST DRAGON

Huge Dragon, Neutral

AC 17

HP 136 (13d12 + 52)

Speed 40 ft., Fly 80 ft., Swim 40 ft.

Initiative +2 (12)

MOD			SAVE			MOD			SAVE		
STR	18	+4	+4	DEX	14	+2	+6	CON	18	+4	+8
INT	16	+3	+3	WIS	16	+3	+7	CHA	18	+4	+8

Immunities Acid, Fire

Skills Insight +7, Perception +7, Survival +7

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 17

Languages Common, Draconic

CR 10 (XP 5,900, or 8,400 in lair; PB +4)

TRAITS

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon makes three Rend attacks. It can replace one of these attacks with a use of Spellcasting (at will spells only).

Rend. Melee Attack Roll: +8, reach 15 ft. Hit: 7 (1d6 + 4) Slashing damage plus 4 (1d8) Fire damage.

Breath Weapon (Recharge 5–6). The dragon uses one of the following breath weapons:

Nauseating Breath. Constitution Saving Throw: DC 15, each creature in a 5-foot-wide, 80-foot-long Line. Failure: The target has the Poisoned condition for 1 minute.

Steam Breath. Constitution Saving Throw: DC 15, each creature in a 60-foot Cone. Failure: 33 (6d10) Fire damage. Success: Half damage.

Gaseous Form. The dragon casts *Gaseous Form* on itself, requiring no spell components.

REACTIONS

The dragon can take up to three Reactions per round but only one per turn. If the dragon is in its lair, it can take an additional Reaction per round.

Misty Escape. Trigger: The dragon takes damage while Bloodied. Response: The dragon casts *Gaseous Form* on itself, requiring no spell components.

Rend Retaliation. Trigger: The dragon takes damage. Response: The dragon makes one Rend attack.

ANCIENT MIST DRAGON

Gargantuan Dragon, Neutral

AC 20

Initiative +3 (13)

HP 201 (13d20 + 65)

Speed 40 ft., Fly 80 ft., Swim 40 ft.

MOD			SAVE			MOD			SAVE		
STR	23	+6	+6	DEX	16	+3	+9	CON	20	+5	+11
INT	19	+4	+4	WIS	18	+4	+10	CHA	21	+5	+11

Immunities Acid, Fire

Skills Insight +10, Perception +10, Survival +10

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 20

Languages Common, Draconic

CR 18 (XP 20,000, or 22,000 in lair; PB +6)

TRAITS

Amphibious. The dragon can breathe air and water.

Legendary Resistance (4/Day or 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon makes three Rend attacks. It can replace one of these attacks with a use of Spellcasting (at will spells only).

Rend. Melee Attack Roll: +12, reach 15 ft. Hit: 11 (1d10 + 6) Slashing damage plus 7 (2d6) Fire damage.

Breath Weapon (Recharge 5–6). The dragon uses one of the following breath weapons:

Nauseating Breath. Constitution Saving Throw: DC 19, each creature in a 10-foot-wide, 120-foot-long Line. Failure: The target has the Poisoned condition for 1 minute.

Steam Breath. Constitution Saving Throw: DC 19, each creature in a 90-foot Cone. Failure: 49 (9d10) Fire damage. Success: Half damage.

Spellcasting. The dragon casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 19):

At Will: Fog Cloud (level 5 version), *Gaseous Form* (self only), *Gust of Wind*

2/Day Each: Sleet Storm, *Wind Wall*

1/Day Each: *Control Water*, *Control Weather*

REACTIONS

The dragon can take up to three Reactions per round but only one per turn. If the dragon is in its lair, it can take an additional Reaction per round.

Misty Escape. Trigger: The dragon takes damage while Bloodied. Response: The dragon casts *Gaseous Form* on itself, requiring no spell components.

Rend Retaliation. Trigger: The dragon takes damage. Response: The dragon makes one Rend attack.



NEKRATAAL

Medium Humanoid (Human), Any Alignment

AC 17 **Initiative** +5 (15)
HP 150 (20d8 + 60)
Speed 30 ft.

	MOD	SAVE	MOD	SAVE	MOD	SAVE					
STR	14	+2	+2	DEX	21	+5	+9	CON	16	+3	+7
INT	14	+2	+6	WIS	12	+1	+1	CHA	13	+1	+1

Skills Perception +5, Stealth +9
Gear two Daggers, Shortsword
Senses Darkvision 60 ft., Passive Perception 15
Languages Common
CR 11 (XP 7,200; PB +4)

TRAITS

Assassinate. During its first turn, the nekrataal has Advantage on attack rolls against any creature that hasn't taken a turn. Any hit the nekrataal scores against such a creature is a critical hit.

Evasion. If the nekrataal is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the nekrataal instead takes no damage if it succeeds on the saving throw, and only half damage if it fails, provided it doesn't have the Incapacitated condition.

ACTIONS

Multiattack. The nekrataal makes two Ghoul Blade attacks. It can replace one of these attacks with a Poison Dagger attack.

Ghoul Blade. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 8 (1d6 + 5) Slashing damage plus 21 (6d6) Necrotic damage.

Poison Dagger. *Melee or Ranged Attack Roll:* +9, reach 5 ft. or range 20/60 ft. *Hit:* 7 (1d4 + 5) Piercing damage, and the target has the Poisoned condition for 1 hour. *Critical Hit:* The Poisoned target also has the Unconscious condition until it takes damage or another creature takes an action to shake it awake.

NEKRATAAL

Habitat: Desert, Urban; **Treasure:** Armaments

A Nekrataal is a deadly assassin who has been empowered by a djinn, usually as the result of a wish or bargain. In many refractions, legends of the nekrataal mistake it for its own kind of deadly djinn that hunts men. In truth, Nekrataal operate in secret, and only the richest sultans and kings can afford their services.



RUKH

Habitat: Mountain; **Treasure:** Implements

The Rukh is a legendary breed of enormous bird found across Rabiah. According to legend, a sailor known as Sindbad was able to escape an uninhabited island by hitching a ride on one of these enormous birds.

Sailors and pirates across Rabiah's seven seas don't search for buried treasure, but are known to hunt for these birds, hoping to find an egg to cook and eat.

RUKH

Gargantuan Beast, Unaligned

AC 15 **Initiative +0 (10)**

HP 248 (16d20 + 80)

Speed 20 ft., Fly 120 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	28	+9	+9	DEX	10	+0	+4	CON	20	+5	+9
INT	3	-4	-4	WIS	10	+0	+4	CHA	9	-1	+3

Skills Perception +8

Senses Passive Perception 18

Languages None

CR 11 (XP 7,200; PB +4)

ACTIONS

Multiattack The rukh makes one Beak attack and one Talons attack.

Beak **Melee Attack Roll:** +13, **reach** 10 ft. **Hit:** 27 (4d8 + 9) Piercing damage.

Talons. **Dexterity Saving Throw:** DC 19, one creature within 5 feet. **Failure:** 23 (4d6 + 9) Slashing damage, and the target has the Grappled condition (escape DC 19). While Grappled, the target also has the Restrained condition.



YOUNG RUKH

Huge Beast, Unaligned

AC 15

HP 133 (14d12 + 42)

Speed 20 ft., Fly 100 ft.

Initiative +0 (10)

STR	DEX	CON	INT	WIS	CHA	MOD	SAVE
21	10	16	3	10	9	+5	+5
+5	+0	+3	-4	+0	-1		

STR	DEX	CON	INT	WIS	CHA	MOD	SAVE
21	10	16	3	10	9	+5	+5
+5	+0	+3	-4	+0	-1		

STR	DEX	CON	INT	WIS	CHA	MOD	SAVE
21	10	16	3	10	9	+5	+5
+5	+0	+3	-4	+0	-1		

Skills Perception +6

Senses Passive Perception 16

Languages None

CR 8 (XP 3,900; PB +3)

ACTIONS

Multiattack The rukh makes two Rend attacks.

Rend. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 23 (4d8 + 5) Piercing damage.

RUKH HATCHLING

Large Beast, Unaligned

AC 15

HP 37 (5d10 + 10)

Speed 15 ft., Fly 90 ft.

Initiative +0 (10)

STR	DEX	CON	INT	WIS	CHA	MOD	SAVE
20	10	14	2	9	9	+5	+2
+5	+0	+2	-4	-1	-1		

STR	DEX	CON	INT	WIS	CHA	MOD	SAVE
20	10	14	2	9	9	+5	+2
+5	+0	+2	-4	-1	-1		

STR	DEX	CON	INT	WIS	CHA	MOD	SAVE
20	10	14	2	9	9	+5	+2
+5	+0	+2	-4	-1	-1		

Skills Perception +4

Senses Passive Perception 14

Languages None

CR 2 (XP 450; PB +2)

ACTIONS

Multiattack The hatchling makes two Rend attacks.

Rend. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 10 (2d4 + 5) Slashing damage.



SAND GOLEM

Habitat: Desert, Urban; **Treasure:** Arcana

Elementals are everywhere in Rabiah, so the creation of golems is also common. These servile constructs are formed from natural materials, such as stone or metal, and an elemental is bound to its form with magic. Since most of Rabiah is desert, it is home to unique sand golems, which have more fluid forms than most other constructs.

MANUAL OF SAND GOLEMS

On Rabiah a *Manual of Golems* might allow spellcaster to make a sand golem. The required time to create the golem is 40 days, and the cost is 70,000 GP.

SAND GOLEM

Large Construct, Unaligned

AC 14 **Initiative** -1 (9)

HP 133 (14d10 + 56)

Speed 20 ft., Burrow 20 ft.

MOD	SAVE	MOD	SAVE	MOD	SAVE
STR 20	+5	+5	DEX 9	-1	-1
INT 3	-4	-4	WIS 8	-1	-1
				CON 18	+4
				CHA 1	-5
					-5

Immunities Poison, Psychic; Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 60 ft., Passive Perception 9

Languages Understands Common plus two other languages but can't speak

CR 9 (XP 5,000; PB +4)

TRAITS

Immutable Form. The golem can't shape-shift.

Magic Resistance. The golem has Advantage on saving throws against spells and other magical effects.

Sand Camouflage. The golem has Advantage on Dexterity (Stealth) checks it makes in desert environments.

Sand Form. The golem can move through a space as narrow as 1 inch without spending extra movement to do so.

ACTIONS

Multiattack The golem makes two attacks, using Slam or Sand Blast in any combination.

Slam. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 10 (1d10 + 5) Bludgeoning damage plus 5 (1d10) Fire damage.

Sand Blast. *Ranged Attack Roll:* +8, range 90 ft. *Hit:* 11 (2d10) Bludgeoning damage plus 5 (1d10) Fire damage.

Wall of Sand (Recharge 5–6). The golem casts *Wall of Sand*, requiring no spell components and using Constitution as the spellcasting ability.



SINGING TREE

Habitat: Forest; **Treasure:** None

Many of Rabiah's flora have innate, magical properties related to sound. On the island of Wak-Wak, there is a fruit that creates the sound of its namesake when ripe. And in the forest of Fa'adiyah, there are trees whose leaves create sounds like a chorus singing in concert. The sound is said to be beautiful enough to cause even the most vicious warriors to lay down their arms.

SINGING TREE

Huge Plant, Unaligned

AC 13 **Initiative** -2 (8)

HP 59 (7d12 + 14)

Speed 0 ft.

	MOD	SAVE	MOD	SAVE	MOD	SAVE					
STR	19	+4	+4	DEX	6	-2	-2	CON	15	+2	+2
INT	10	+0	+0	WIS	10	+0	+0	CHA	7	-2	-2

Vulnerabilities Fire

Resistances Bludgeoning, Piercing

Senses Passive Perception 10

Languages None

CR 2 (XP 450; PB +2)

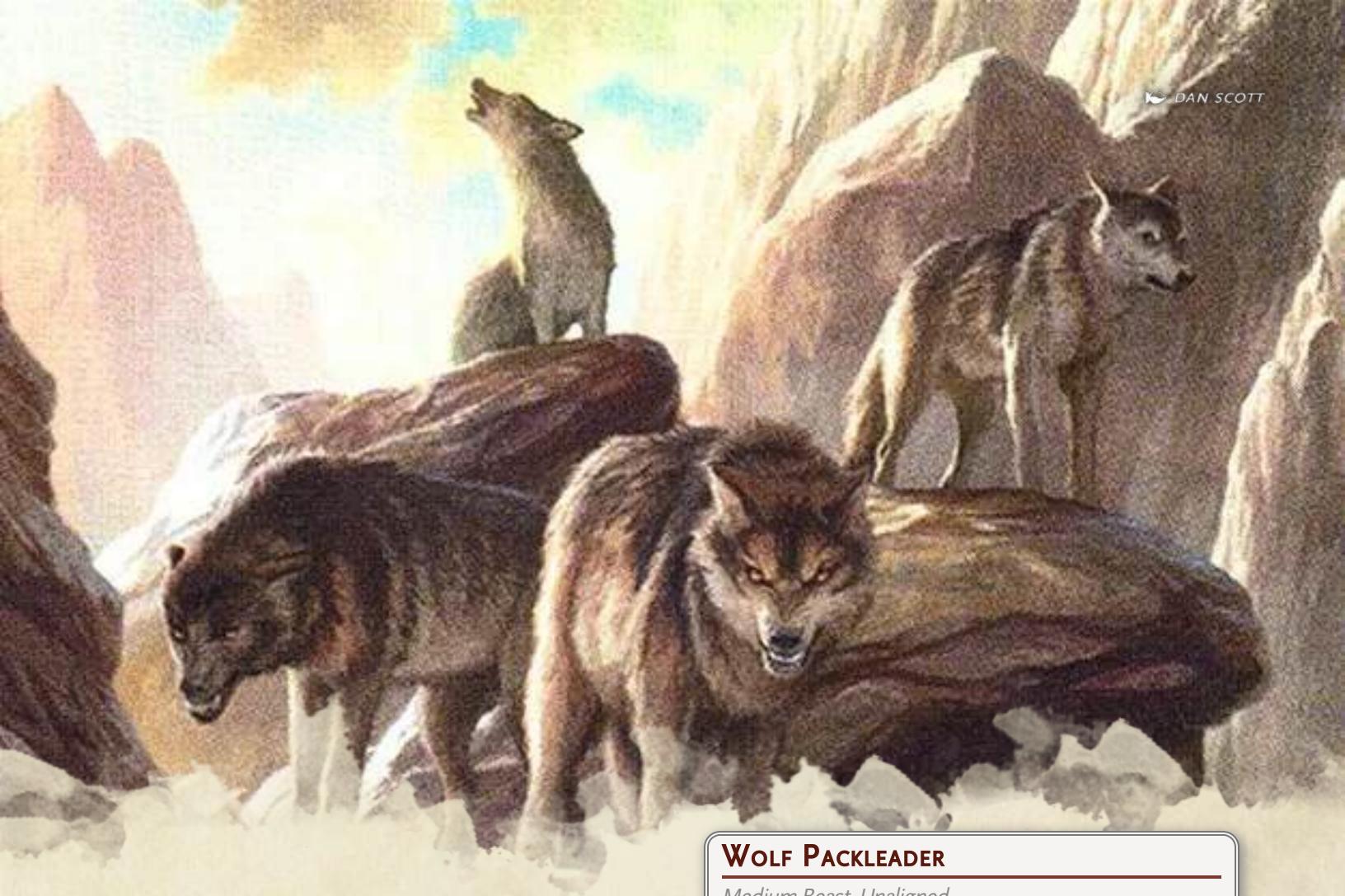
TRAITS

False Appearance. If the tree is motionless at the start of combat, it has Advantage on its Initiative roll. Moreover, if a creature hasn't observed the tree move or act, that creature must succeed on a DC 10 Intelligence (Investigation) check to discern that the tree isn't an object.

ACTIONS

Crushing Vine. *Melee Attack Roll:* +6, *reach* 10 ft. *Hit:* 14 (3d6 + 4) Bludgeoning damage.

Song of Leaves. *Wisdom Saving Throw:* DC 13, each creature within 300 feet that doesn't have the Deafened condition. *Failure:* The target has the Charmed condition until the end of its next turn. The Charmed target can't attack the tree and must use its movement on its turns to get as close as possible to the tree, moving by the safest route. If the target is within 5 feet of the tree, the target can't willingly move away.



WOLF PACKLEADER

Habitat: Desert; **Treasure:** Implements

Desert wolves are abundant on Rabiah and make their homes in shady crags and rocky caves. Food in the wasteland is scarce, and many wolves will eat anything they can catch: rats, lizards, and even scorpions. For desert wolf packs, knowing where food might be is incredibly important, and packleaders will howl to call their pack if any can be found; especially lonely desert travelers.

WOLF PACKLEADER

Medium Beast, Unaligned

AC 13 **Initiative +3 (13)**

HP 16 (3d8 + 3)

Speed 45 ft.

MOD	SAVE	MOD	SAVE	MOD	SAVE						
STR	16	+3	+3	DEX	17	+3	+3	CON	13	+1	+1
INT	3	-4	-4	WIS	12	+1	+1	CHA	6	-2	-2

Skills Perception +5, Stealth +4

Senses Darkvision 60 ft., Passive Perception 15

Languages None

CR 1/2 (XP 100; PB +2)

TRAITS

Pack Tactics. The wolf has Advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

ACTIONS

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage, and the target has the Prone condition if it is Medium or smaller.

Howl (1/Day). The wolf calls 2d4 **wolves**. The called creatures arrive in 1d4 rounds, acting as allies of the wolf.

APPENDIX C: RULES GLOSSARY

This glossary presents rules that are referenced in this guide and not found in the *Player's Handbook* (2014), or have updated versions in the 2024 D&D Free Rules. This is done in an effort to maintain compatibility and ease of use for all DMs using the latest edition of DUNGEONS AND DRAGONS.

RULES DEFINITIONS

The rules definitions are presented in alphabetical order.

BLINDSIGHT

If you have Blindsight, you can see within a specific range without relying on physical sight. Within that range, you can see anything that isn't behind Total Cover even if you have the Blinded condition or are in Darkness. Moreover, in that range, you can see something that has the Invisible condition.

BLOODYED

A creature is Bloodyed while it has half its Hit Points or fewer remaining.

BURNING [HAZARD]

A burning creature or object takes 1d4 Fire damage at the start of each of its turns. As an action, you can extinguish fire on yourself by giving yourself the Prone condition and rolling on the ground. The fire also goes out if it is doused, submerged, or suffocated.

BURROW SPEED

A creature that has a Burrow Speed can use that speed to move through sand, earth, mud, or ice. The creature can't burrow through solid rock unless the creature has a trait that allows it to do so.

D20 TEST

D20 Tests encompass the three main d20 rolls of the game: ability checks, attack rolls, and saving throws. If something in the game affects D20 Tests, it affects all three of these rolls. The DM determines whether a D20 Test is warranted in a given circumstance.

DARKVISION

If you have Darkvision, you can see in Dim Light within a specified range as if it were Bright Light and in Darkness within that range as if it were Dim Light. You discern colors in that Darkness only as shades of gray.

DEHYDRATION [HAZARD]

A creature requires an amount of water per day based on its size, as shown in the Water Needs per Day table. A creature that drinks less than half the required water for a day gains 1 Exhaustion level at the day's end. Exhaustion caused by dehydration can't be removed until the creature drinks the full amount of water required for a day.

WATER NEEDS PER DAY

Creature Size	Water per Day
Tiny	1/4 gallon
Small	1 gallon
Medium	1 gallon
Large	4 gallons
Huge	16 gallons
Gargantuan	64 gallons

EMANATION [AREA OF EFFECT]

An Emanation is an area of effect that extends in straight lines from a creature or an object in all directions. The effect that creates an Emanation specifies the distance it extends.

An Emanation moves with the creature or object that is its origin unless it is an instantaneous or a stationary effect.

An Emanation's origin (creature or object) isn't included in the area of effect unless its creator decides otherwise.

EXTREME HEAT [HAZARD]

A creature exposed to the extreme heat and without access to drinkable water must succeed on a Constitution saving throw at the end of each hour or gain 1 Exhaustion level. The DC is 5 for the first hour and increases by 1 for each additional hour. Creatures wearing Medium or Heavy armor have Disadvantage on the save. Creatures that have Resistance or Immunity to Fire damage automatically succeed on the save.

HAZARD

A hazard is an environmental danger.

HEROIC INSPIRATION

If you (a player character) have Heroic Inspiration, you can expend it to reroll any die immediately after rolling it, and you must use the new roll.

If you gain Heroic Inspiration but already have it, it's lost unless you give it to a player character who lacks it.

MAGIC [ACTION]

When you take the Magic action, you cast a spell that has a casting time of an action or use a feature or magic item that requires a Magic action to be activated.

If you cast a spell that has a casting time of 1 minute or longer, you must take the Magic action on each turn of that casting, and you must maintain Concentration while you do so. If your Concentration is broken, the spell fails, but you don't expend a spell slot.

MONSTER

A monster is a creature controlled by the DM, even if the creature is benevolent.

ORIGIN FEAT

Origin feats include Alert, Crafter, Healer, Lucky, Magic Initiate, Musician, Savage Attacker, Skilled, Tavern Brawler, and Tough.

SUFFOCATION [HAZARD]

A creature can hold its breath for a number of minutes equal to 1 plus its Constitution modifier (minimum of 30 seconds) before suffocation begins. When a creature runs out of breath or is choking, it gains 1 Exhaustion level at the end of each of its turns. When a creature can breathe again, it removes all levels of Exhaustion it gained from suffocating.

UTILIZE [ACTION]

You normally interact with an object while doing something else, such as when you draw a sword as part of the Attack action. When an object requires an action for its use, you take the Utilize action.



1,001 ADVENTURES

Huge thank you to all of my supporters and my personal play group, and to James Wyatt for his work on the original *Plane Shift* supplements.

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For use with the 2024 edition *Player's Handbook*, *Monster Manual*, and *Dungeon Master's Guide*.



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